POWER

N64 MAGAZINE Presents

GAME BOY COLOR

THE GAME BOY COMPANION

- THE COMPLETE A-Z Every game reviewed!
- POKÉMON The secrets of Pika's success!
- THE GALLERY Create your own freakshow!

Presented free with N64 Magazine issue 45 • Not to be sold separately.

N64 MAGAZINE

THE GAME BOY COMPANION

CREDITS

N64 MAGAZINE AND PLANET GAME BOY PRESENT: THE GAME BOY COMPANION

Copyright © Future Publishing 2000
All rights reserved. No part of this book may be duplicated, stored in a retrieval system or used as part of any other book, database, program or other commercial application without the publisher's express permission.

Editor Andrea Ball

Writer Martin Kitts

Design Justin Webb

Production Steve Jalim

Printer Cox & Wyman

All trademarks are acknowledged.

This book is given away free with the September 2000 edition of N64 Magazine on the condition that it will not, by way of trade or otherwise, be lent, sold, hired out or otherwise distributed without the publisher's prior consent, in any form, binding or cover, other than that in which it is published here.

Contents

Introduction 6

All-time Game Boy Top Ten 7
The greatest handheld games you can buy.

Game Boy Spotter 14
Gotta catch 'em all, as they say.

Hardware guide 20
The gear you need to keep your GB happy.

Game Boy Gallery 24
Take snaps, doodle, add insults according to taste.

The origins of Pokémon 30
Aren't you just a little bit curious?

Game Boy Directory 33
The complete A-Z guide to every **PGB** review.

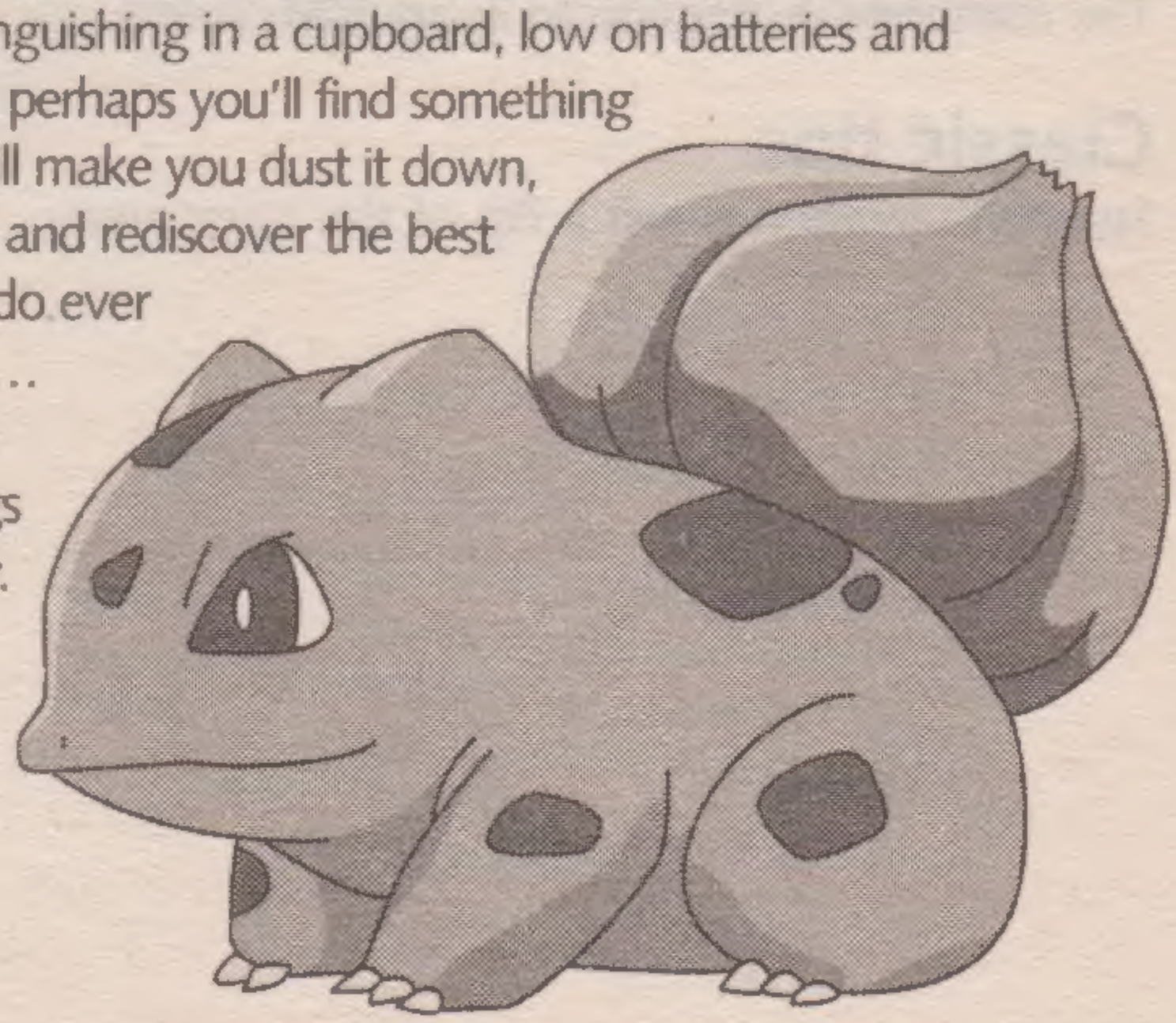
Classic tips 62
Seashell salvation is just a flip of the page away.

Hello there!

How many times have you looked at your favourite handheld console and wished it had a companion? Not necessarily a second Game Boy for it to get up to some link cable shenanigans with, more like a good friend who can offer honest advice and a shoulder to cry on during those difficult times. Like when you're running around like a headless chicken looking for the last Secret Seashells in *Zelda*, or when you're not sure whether that bargain buy at the game store is just a duffer in disguise. Game Boys don't respond well to that sort of stress.

That's why we've produced this book, the Game Boy Companion. It's the best pal a vulnerable little console could have. Flip to the tips section for instant karma. Peruse the directory to see which carts might make suitable partners for your machine. Find potential soul mates in our all-time top ten list.

Above all, have fun. That's what it's is all about. And if *your* Game Boy, perhaps an overweight Classic model, is languishing in a cupboard, low on batteries and self esteem, perhaps you'll find something here that will make you dust it down, power it up and rediscover the best idea Nintendo ever had. Go on... Game Boys have feelings too, y'know.



THE ALL-TIME GAME BOY TOP TEN

Over the 11 years of the Game Boy's history so far, there have probably been more games released for our handheld friend than for any other console. The NES has a vast library of titles, particularly in Japan, and the PlayStation is well on its way to accumulating its first 1,000 discs, but we reckon the Game Boy has outpaced both of those heavyweights.

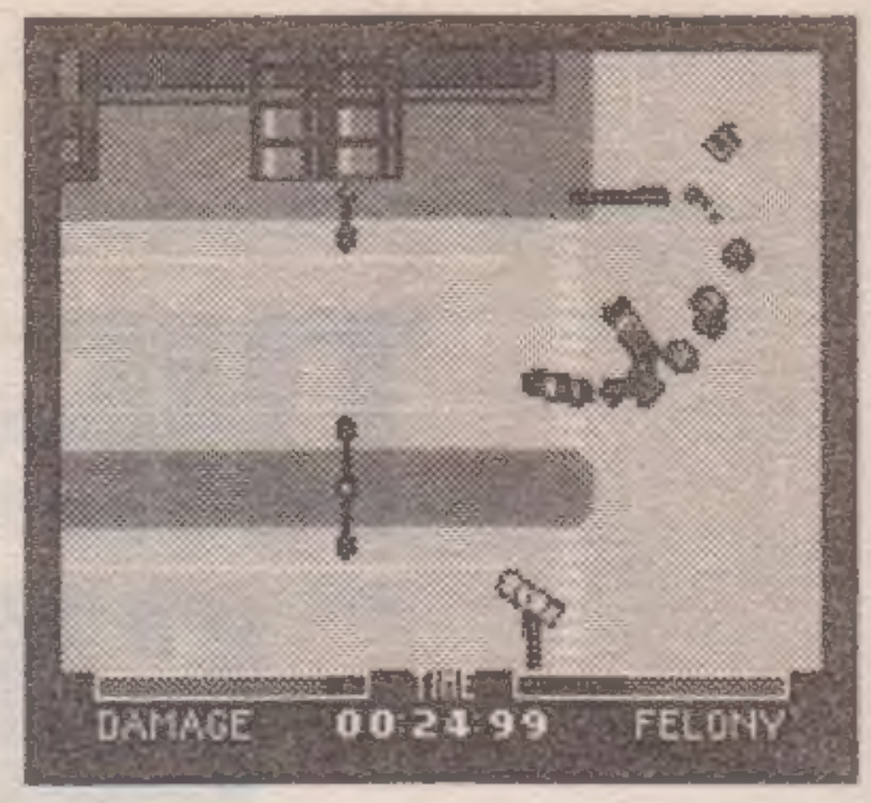
Thanks to the efforts of Nintendo's in-house development teams and a select few third-party publishers, a very respectable proportion of that massive software library is of above average quality. And some of it is extraordinarily good – better than almost anything you'll find on the housebound consoles.

So here are the ten greatest games available – titles we think no Game Boy owner should be without. Pruning such a huge back catalogue down to just ten games has meant that classics such as *Kirby's Pinball Land*, *Wario Blast*, *Harvest Moon*, *Wario Land*, *Final Fantasy Legend II*, *F1 Race*, *Tennis* and *Golf* will have to settle for a place in our unofficial top 20.

The top ten itself has a disproportionate number of Game Boy Color titles, reflecting the massive increase in the standard of handheld games since the introduction of the more powerful machine a mere two years ago. We're not biased towards colour carts – far from it – but we think you'll agree that the games you'll find when you turn the page merit their inclusion in such an exclusive list.

10 Driver

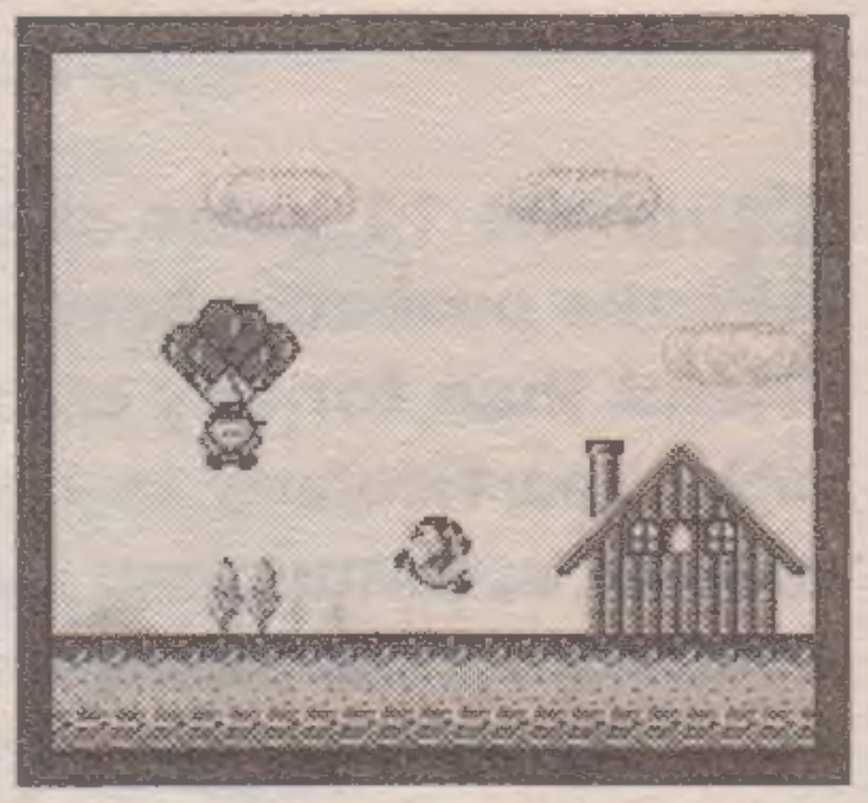
Infogrames 2000



This immensely enjoyable conversion of the acclaimed PlayStation racer has taken up semi-permanent residence in our Game Boy's cartridge slot. It's an object lesson in how to program a car game for a handheld console. There's no flashy tricks and no complicated graphics – just sublime handling and action so tense that the Game Boy sometimes seems in danger of popping from your sweaty grip like a wet bar of soap.

9 Balloon Kid

Nintendo 1990



A wonderful example of that rarest of carts – a *genuinely* original platform game. *Balloon Kid* turns a tired formula on its head, with relentless forced scrolling that, unsettlingly, runs backwards, from left to right. Alice, the plucky heroine, can jump around in the usual manner or she can take to the skies by pumping up balloons, which the bad guys will try to burst at every opportunity. Dripping with playability.

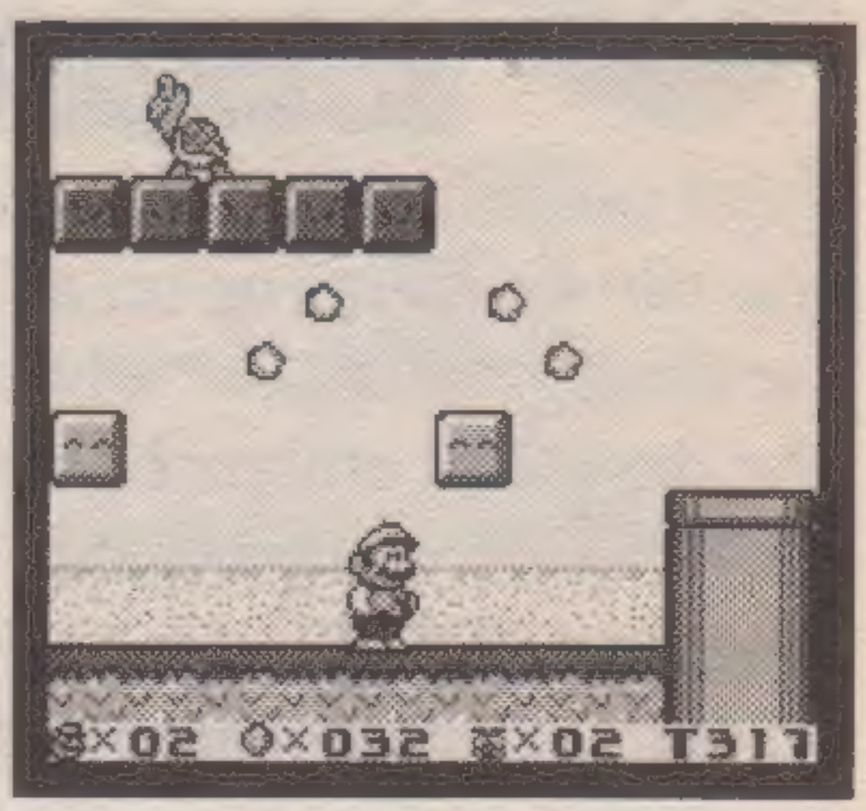
8 Mario Golf

Nintendo 1999

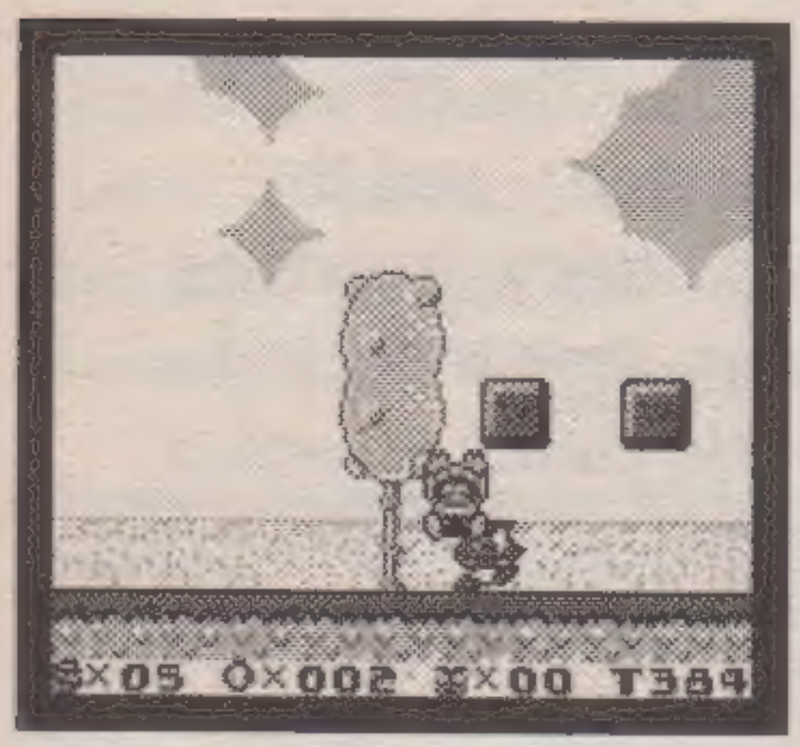
This tie-in with the outstanding *Mario Golf* on N64 gives its big brother a real run for its money. There's just so much to do, and so many ways to play. You can stick to the fairways, in which case you'll find a very solid game with imaginative courses, or you can take on the RPG mode and create your own future champion from scratch. And when you've finished with that, you can load it into your N64 and play on in 3D.

7 Super Mario Land 2

Nintendo 1992

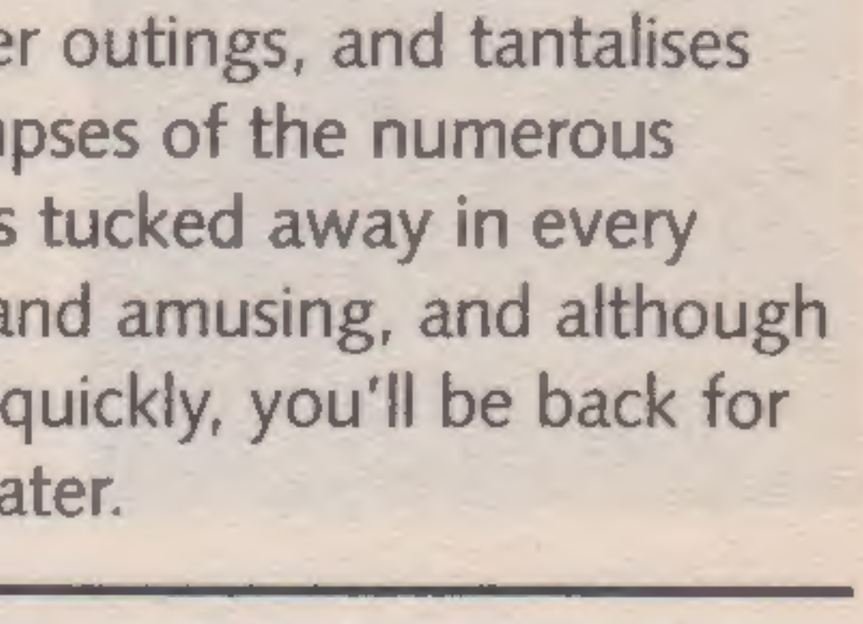


The *Super Mario Land* series has spawned some exceptional sequels, not least the three *Wario Land* titles, but this second instalment is still the best of the lot. The graphics were carefully designed to tie in with the SNES classic *Super Mario World*, and the game remained the world's best-looking handheld title until the Game Boy Color arrived to put an end to the monochrome era. *Mario Land 2* is as slick as any of Mazza's other outings, and tantalises the player with glimpses of the numerous secrets and surprises tucked away in every level. It's inventive and amusing, and although you'll finish it fairly quickly, you'll be back for more a few weeks later.

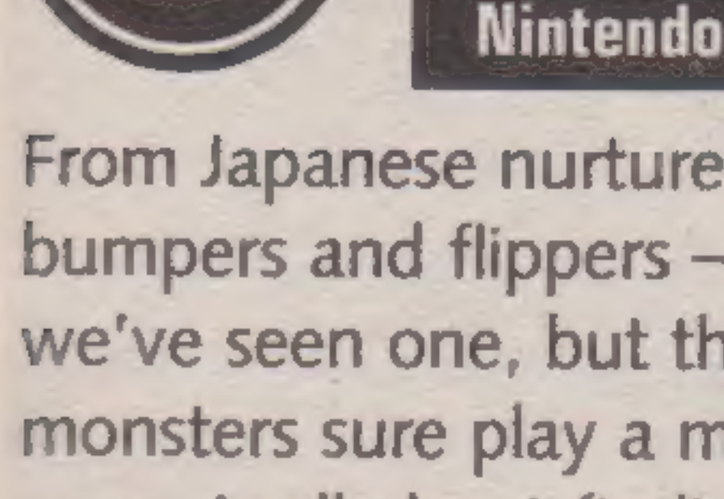


6 Pokémon Pinball

Nintendo 1999

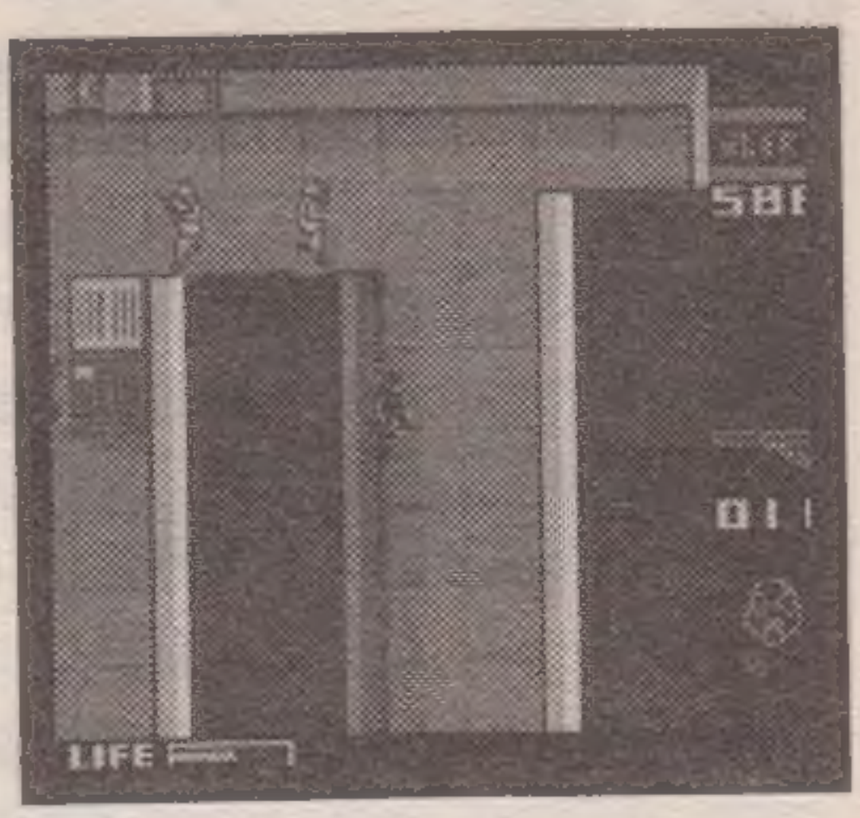


From Japanese nurture-'em-up to lights, bumpers and flippers – a tenuous link if ever we've seen one, but those cute furry monsters sure play a mean pinball. This game is all about finding cunning ways to rack up an absurd score, and as with the best real tables, skilled players can hit all the right targets at will. A series of bonus screens provides the best opportunity of hitting the prestigious billion-point mark, and the chance to catch and evolve all 151 Pokémon gives the rest of us mere mortals something to play for. Beautifully designed – this really is the video pinball equivalent of the sublime Addams Family pintable.



5 Metal Gear Solid

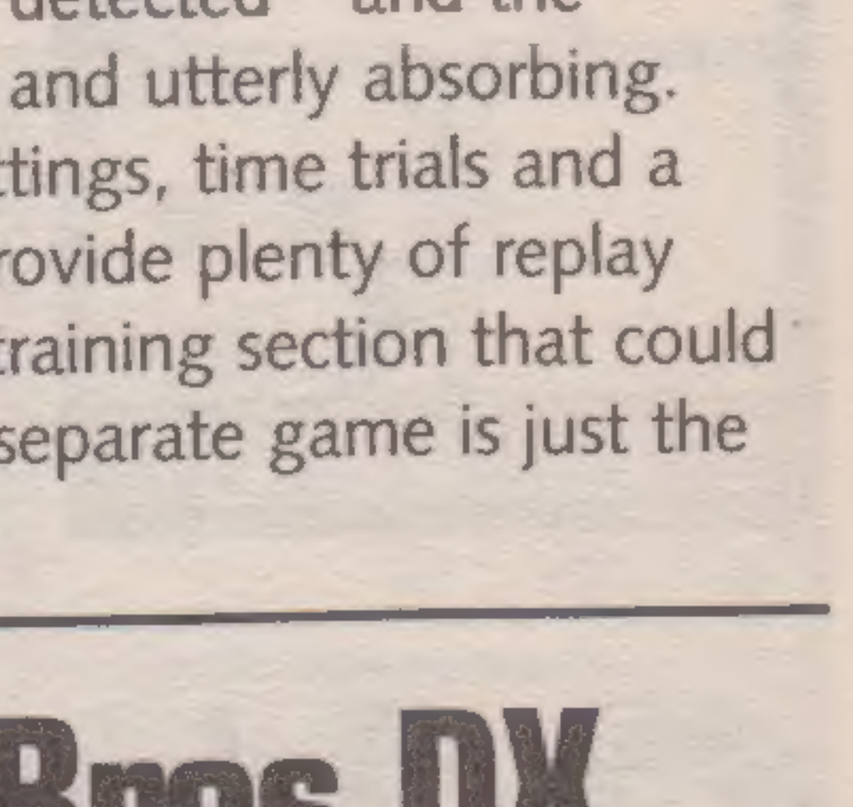
Konami 2000



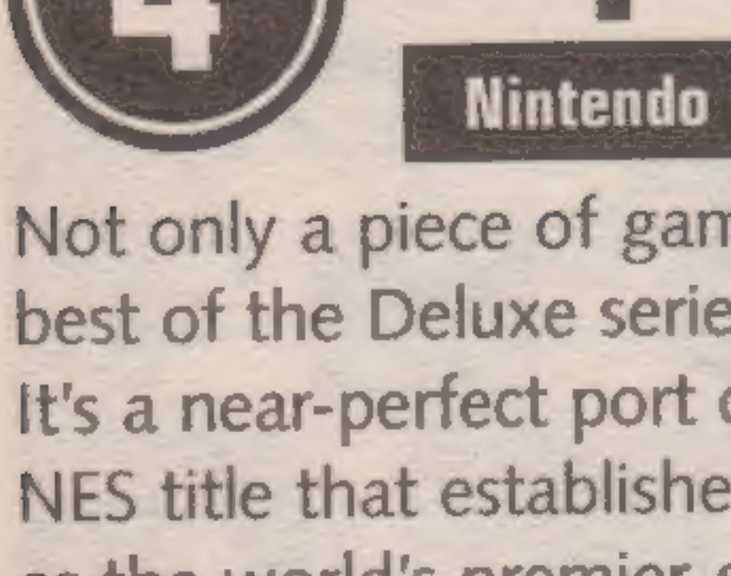
Proof positive that if you put your mind to it you can do *anything* on a Game Boy. This handheld *Metal Gear* adventure is inspired. The designers embraced the limitations of the machine and produced a game that is the equal of its PlayStation cousin in all but graphics, creating some of the biggest and most challenging levels in any Game Boy title. The concept is simple – avoid being detected – and the gameplay is intuitive and utterly absorbing. Multiple difficulty settings, time trials and a great versus mode provide plenty of replay value, while the VR training section that could have been sold as a separate game is just the icing on the cake.

4 Super Mario Bros DX

Nintendo 1999



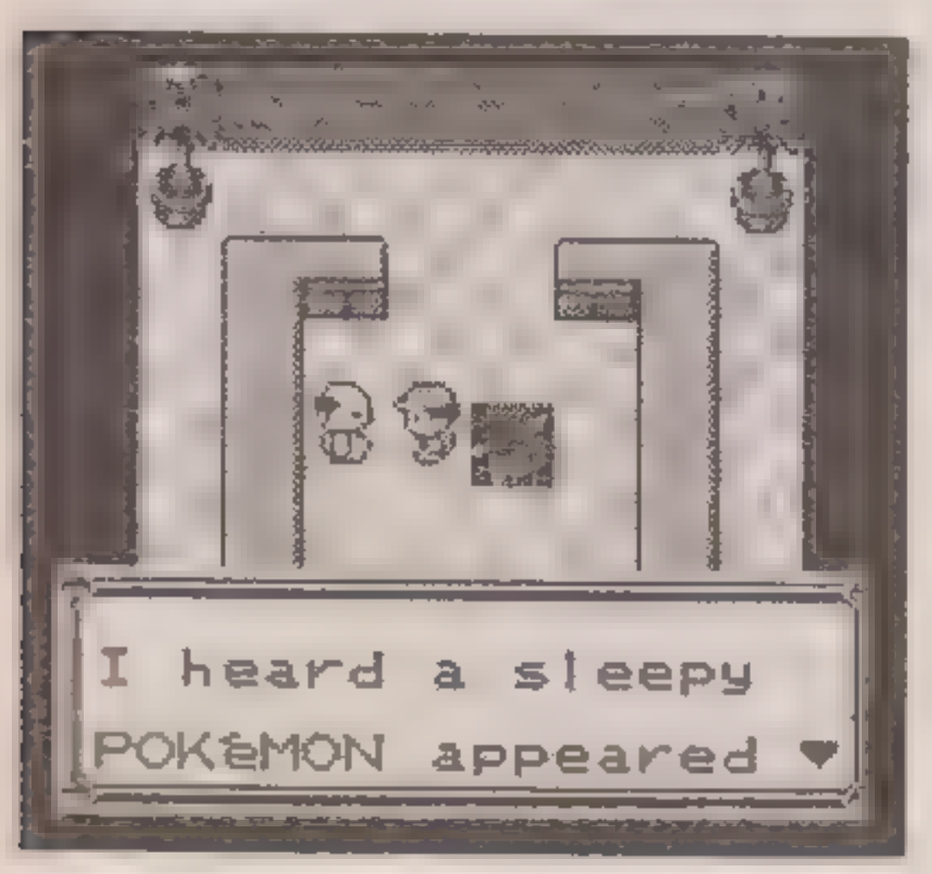
Not only a piece of gaming history, but the best of the Deluxe series of colour updates. It's a near-perfect port of the 15-year-old NES title that established Shigeru Miyamoto as the world's premier games designer. Almost every platform game since has taken inspiration from *Super Mario Bros*, and this version gives a new generation of players the chance to find out why. For those who played it the first time around, new additions including a madcap two-player race mode, a challenge mode, hidden Yoshi eggs, a picture gallery, a calendar, a music maker, loads of new secrets and the super-difficult Japanese sequel are ample incentive to buy a copy.

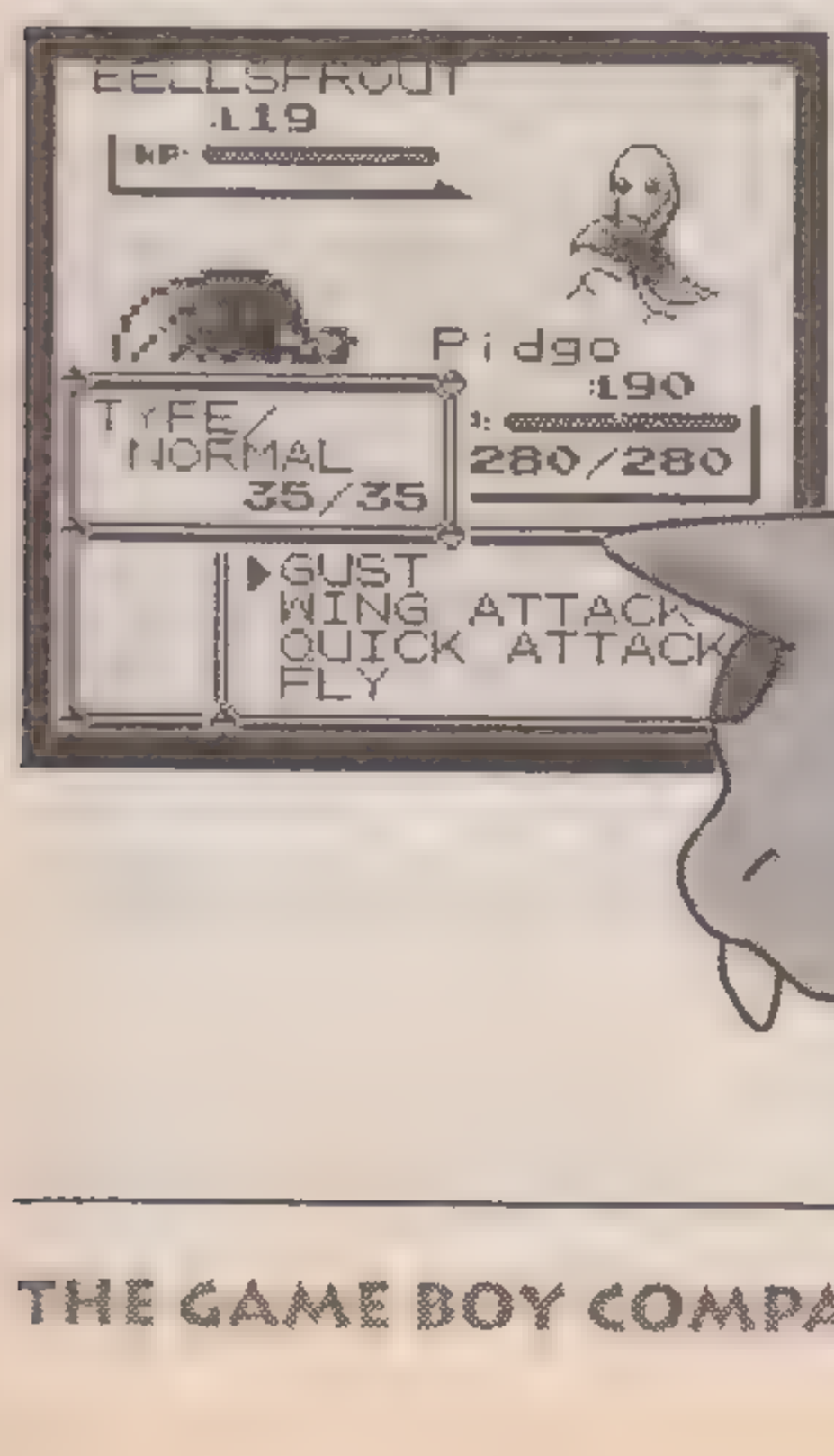


3 Pokémon

Nintendo 1996

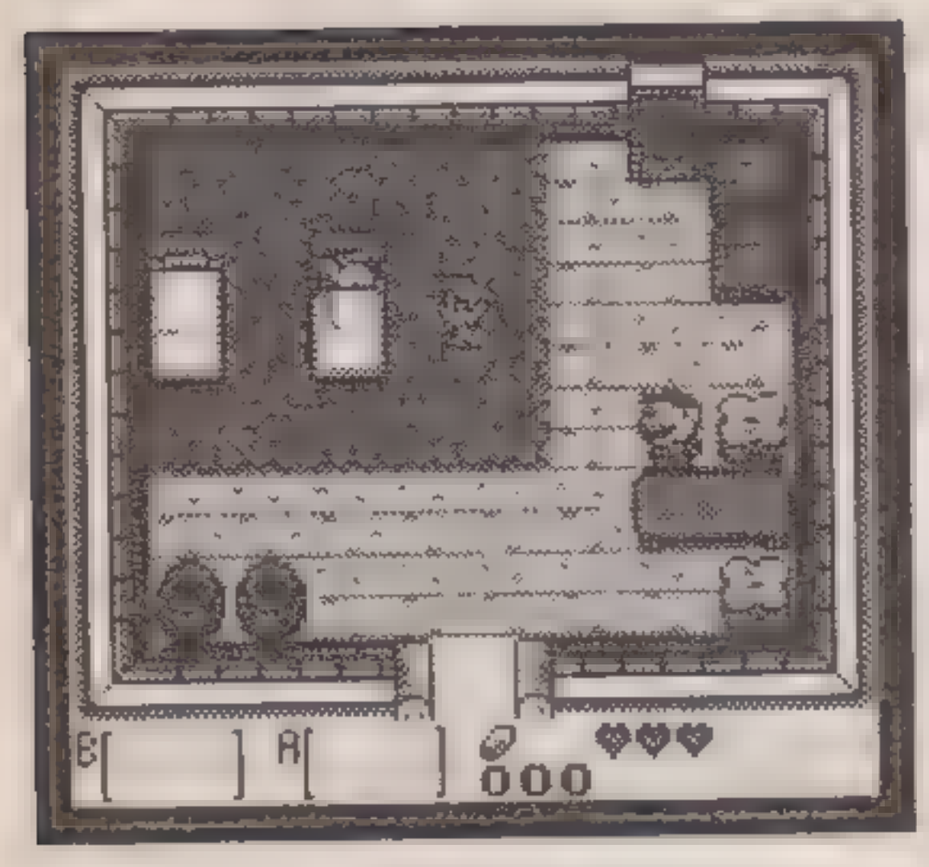
Success isn't necessarily an indicator of quality. After all, the quarterly reissue of *FIFA* tops the all-formats charts with depressing regularity, and even S-Club 7 have a couple of fans over the age of ten. *Pokémon* probably deserves to be the biggest thing in videogame history because, like no game before it, it taps into our natural instincts to collect, trade and nurture. It's a phenomenon, for sure, but when the furore dies down, it ought to be remembered as the first RPG to achieve true mass-market appeal in the West. *Pokémon*'s mixture of thoughtful character design and real originality is the key to its success, and it has the rare spark of genius that separates great movies and novels from ordinary works – you'll want, more than anything, for it all to be real. You'll dream that you're Ash, that you live in the world of *Pokémon*, that Pikachu and his irresistible friends are actually here. One of the few games designed to appeal equally to either sex, *Pokémon* is an epic, unmissable work of fantasy.



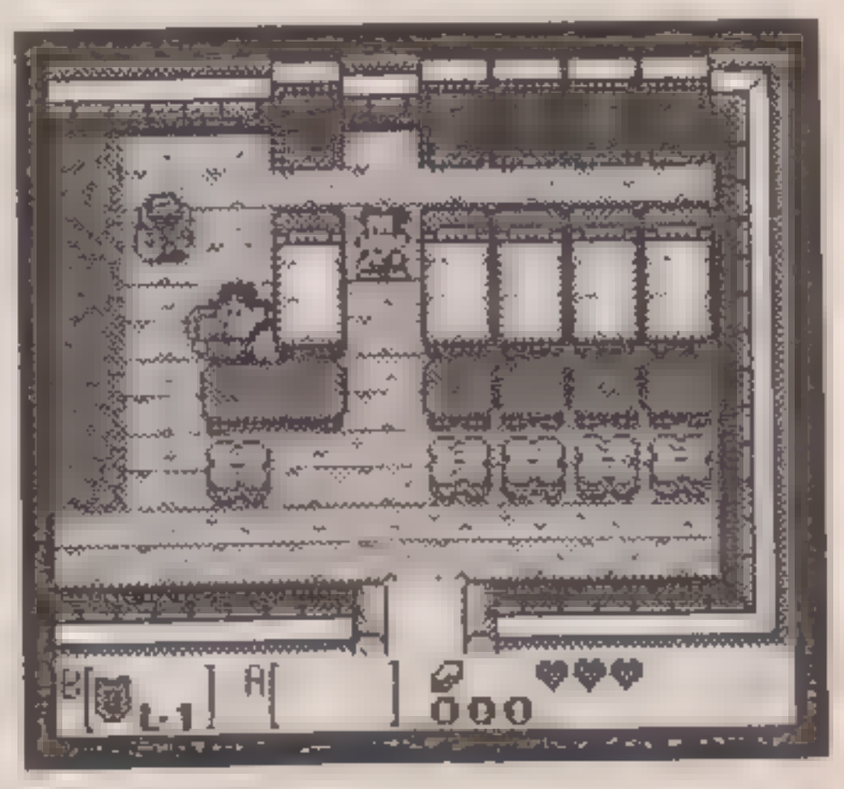


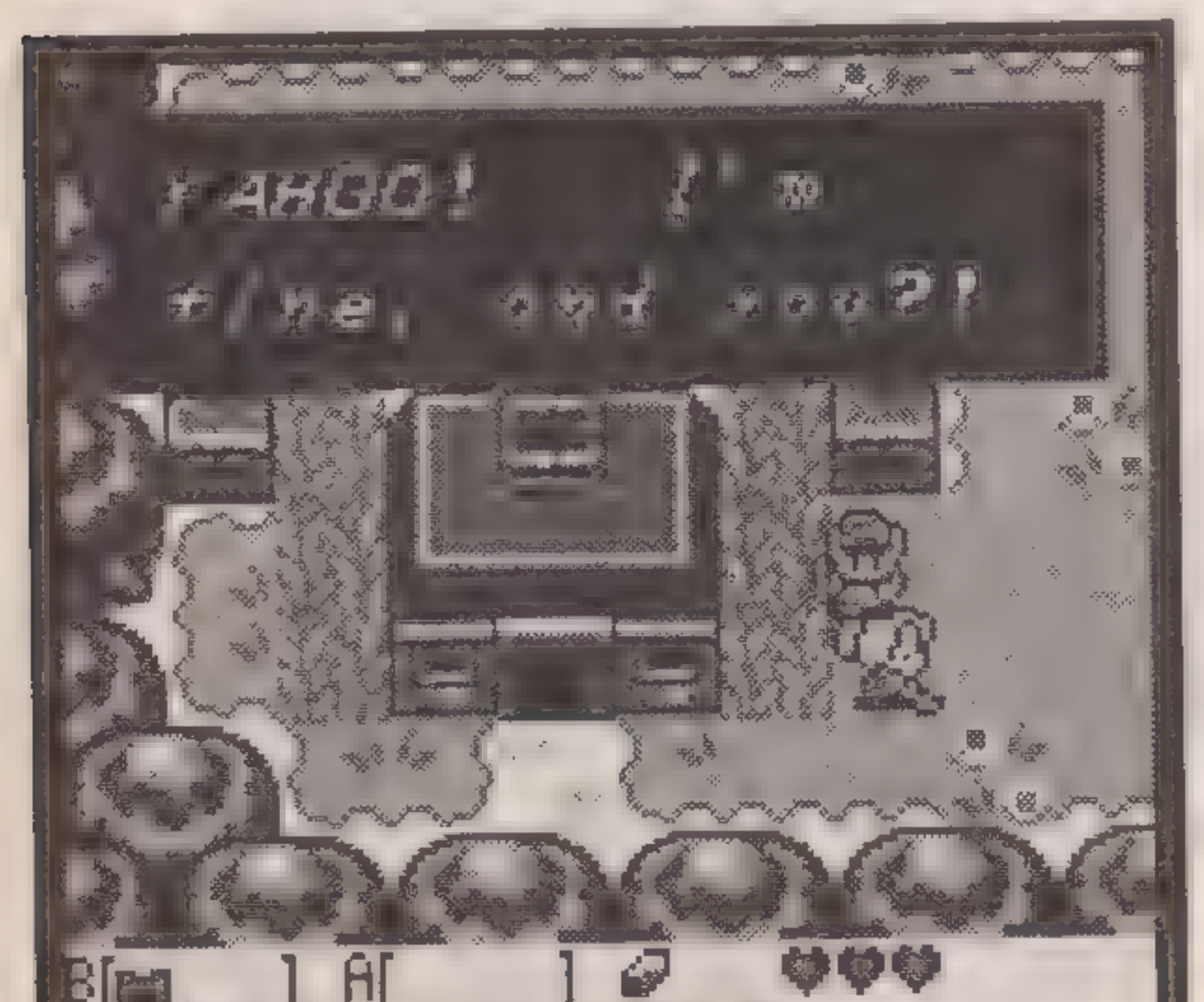
2 Legend of Zelda: Link's Awakening

Nintendo 1993



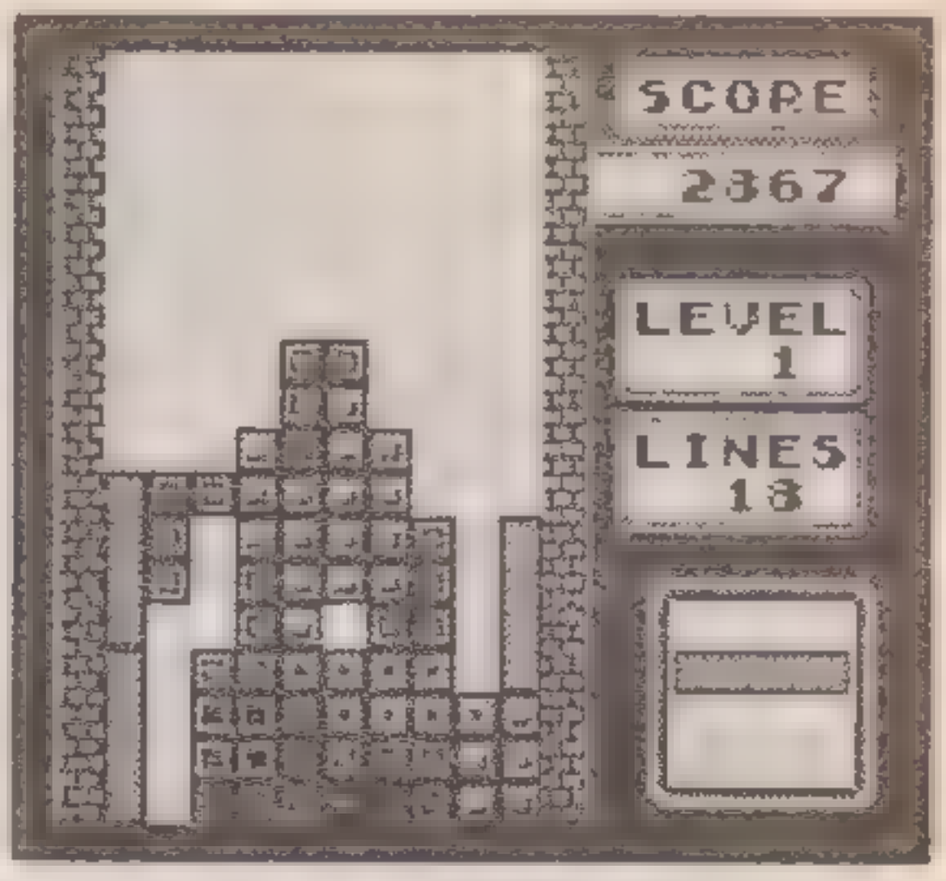
There is something magical about the last three *Zelda* games. *A Link to the Past* was one of the most memorable SNES titles, with its ingenious dungeons and dual overworld, and *Ocarina of Time*, the revolutionary N64 epic, is almost certainly the finest game ever made. *Link's Awakening* is the middle part of the trilogy, and is no less deserving of its accolades than the other two. Taking a break from Hyrule, this adventure is set on an island where familiar people and places from *A Link to the Past* appear somehow different, as if in a dream. The measure of its greatness is the astonishing number of unforgettable gaming moments contained within. From the scene with Marin on the beach to the expedition with the all-chomping Bow Wow, from the mountain chicken house to the sub-quest to find Richard's gold leaves, *Link's Awakening* features one classic scene after another. It also has the best music of any Game Boy title, while the *DX* version added a new dungeon and compatibility with the Game Boy Printer.



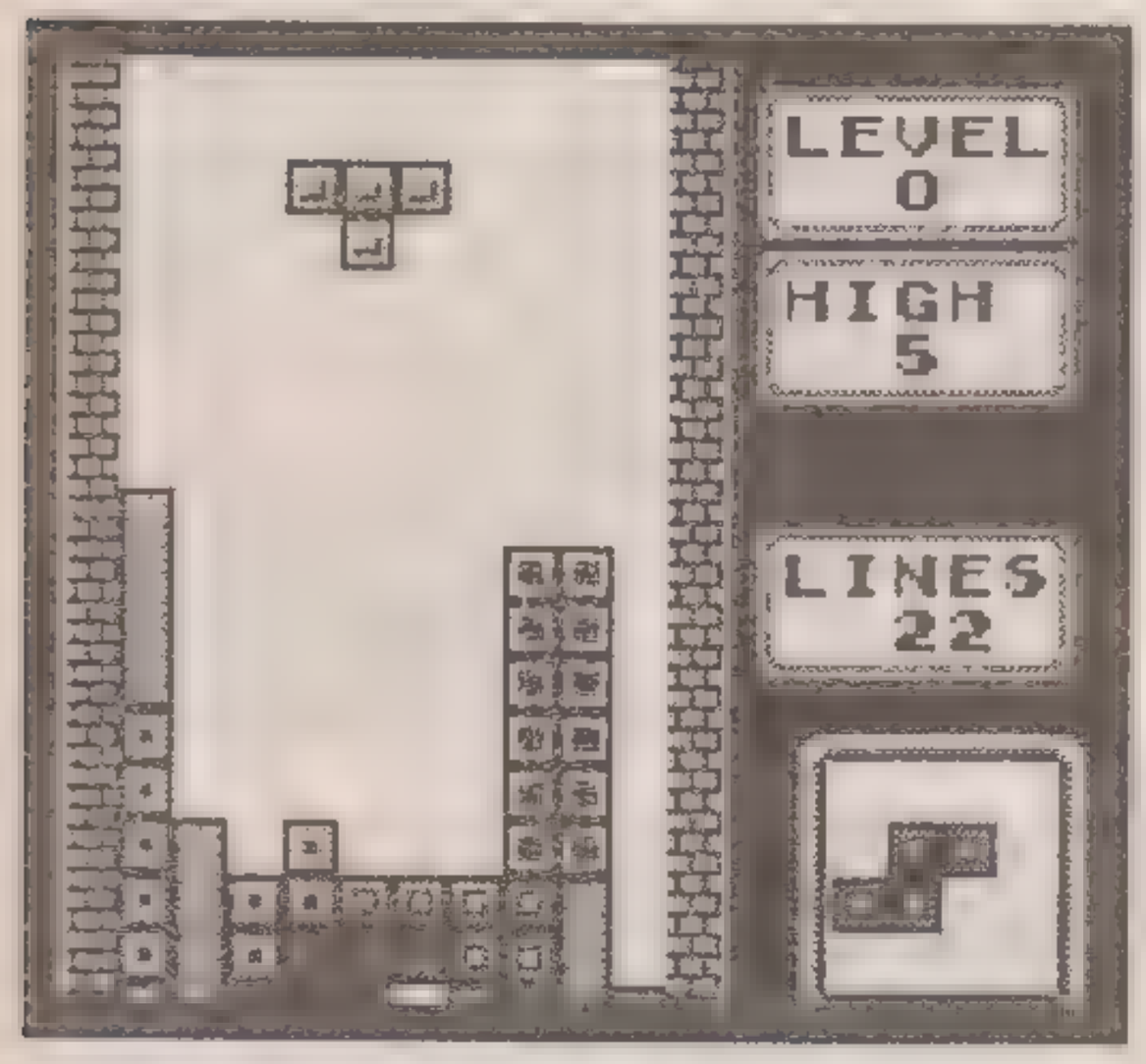


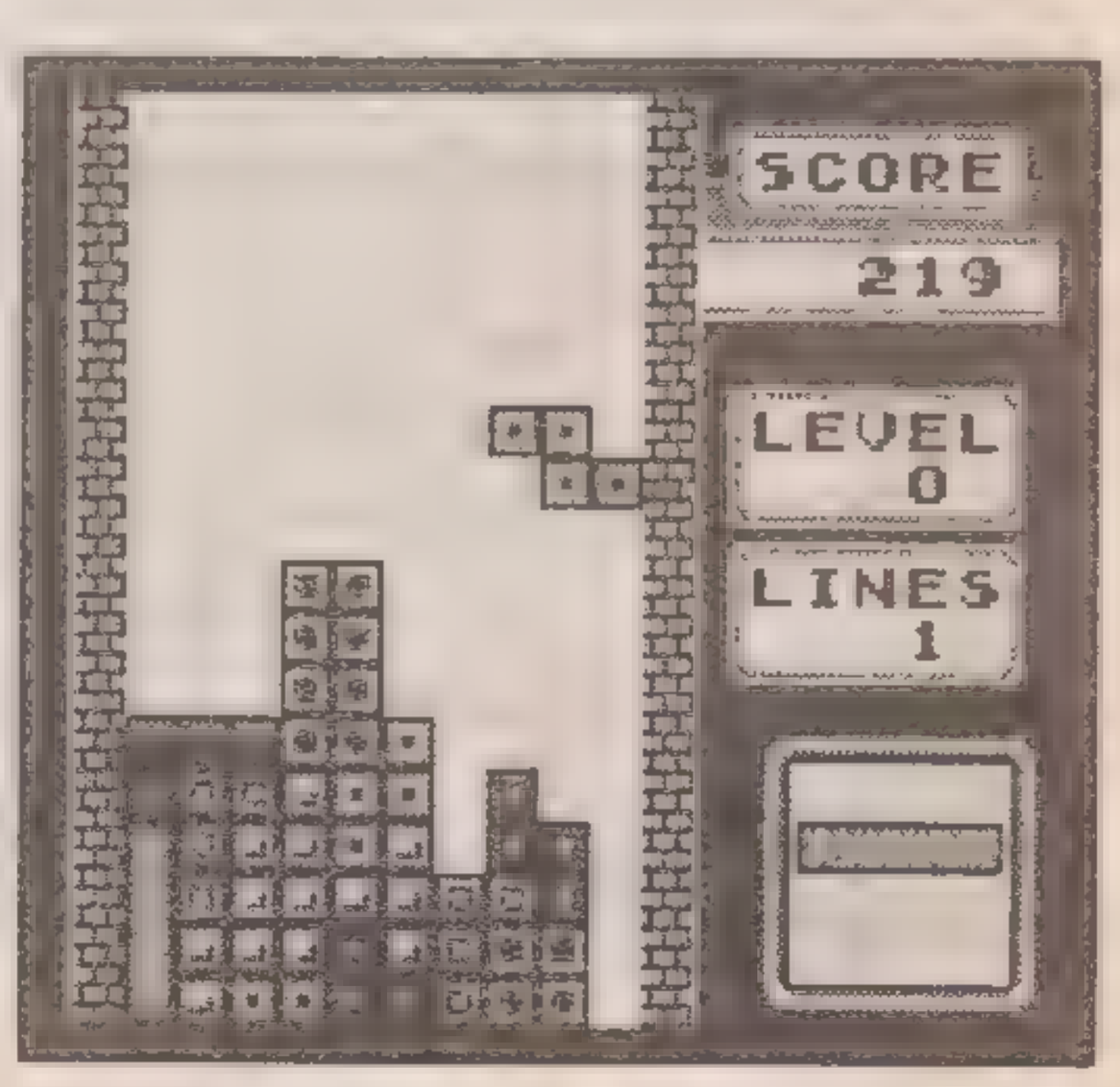
1 Tetris

Nintendo 1989



The Game Boy probably wouldn't still be here today if it wasn't for the huge user base that *Tetris* attracted in the early days. That means there would have been no *Pokémon*, therefore Nintendo wouldn't have been able to afford to design Dolphin, ergo we'd all be playing the next *Mario* game on PlayStation 2. That might be stretching the point slightly, but you shouldn't underestimate the impact that the greatest Game Boy cart of them all has had over the last decade. *Tetris* achieved all that by virtue of being the most addictive game ever created. Bar none. It's so simple that it induced much soul-searching in games designers the world over, as they scratched their heads and wondered why on earth they hadn't thought of it first. There are only seven tiles to play with, each constructed of just four squares, and yet the game lends itself to deep tactical thinking. Never less than 100% fair to the player, *Tetris* is to other puzzle games what Chess is to Snakes & Ladders.





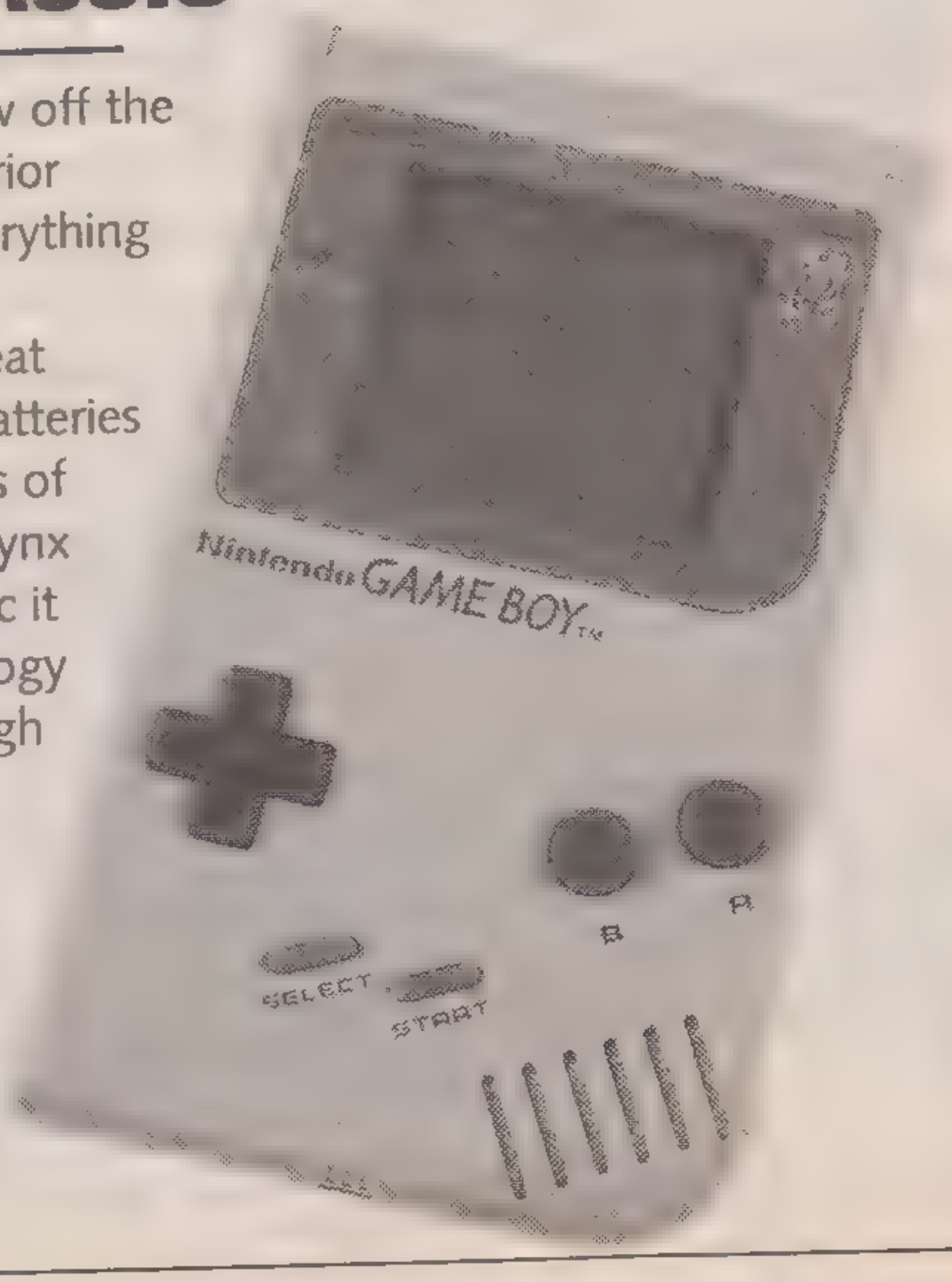
THE GAME BOY SPOTTER

With so many different types of Game Boy and so many unusual add-ons available, particularly imported from Japan, it's unlikely that anybody has ever seen more than a small fraction of what's out there.

True Game Boy enthusiasts will have seen at least a few of the items listed here, but we're willing to bet that nobody has spotted them all. We suggest a trip to your nearest import games shop, where you might just find a selection of the following desirable goodies languishing in the bargain bin, or protected behind glass with a wallet-bothering price tag. Tick off any items you've seen and try to get the ultimate score.

GAME BOY CLASSIC

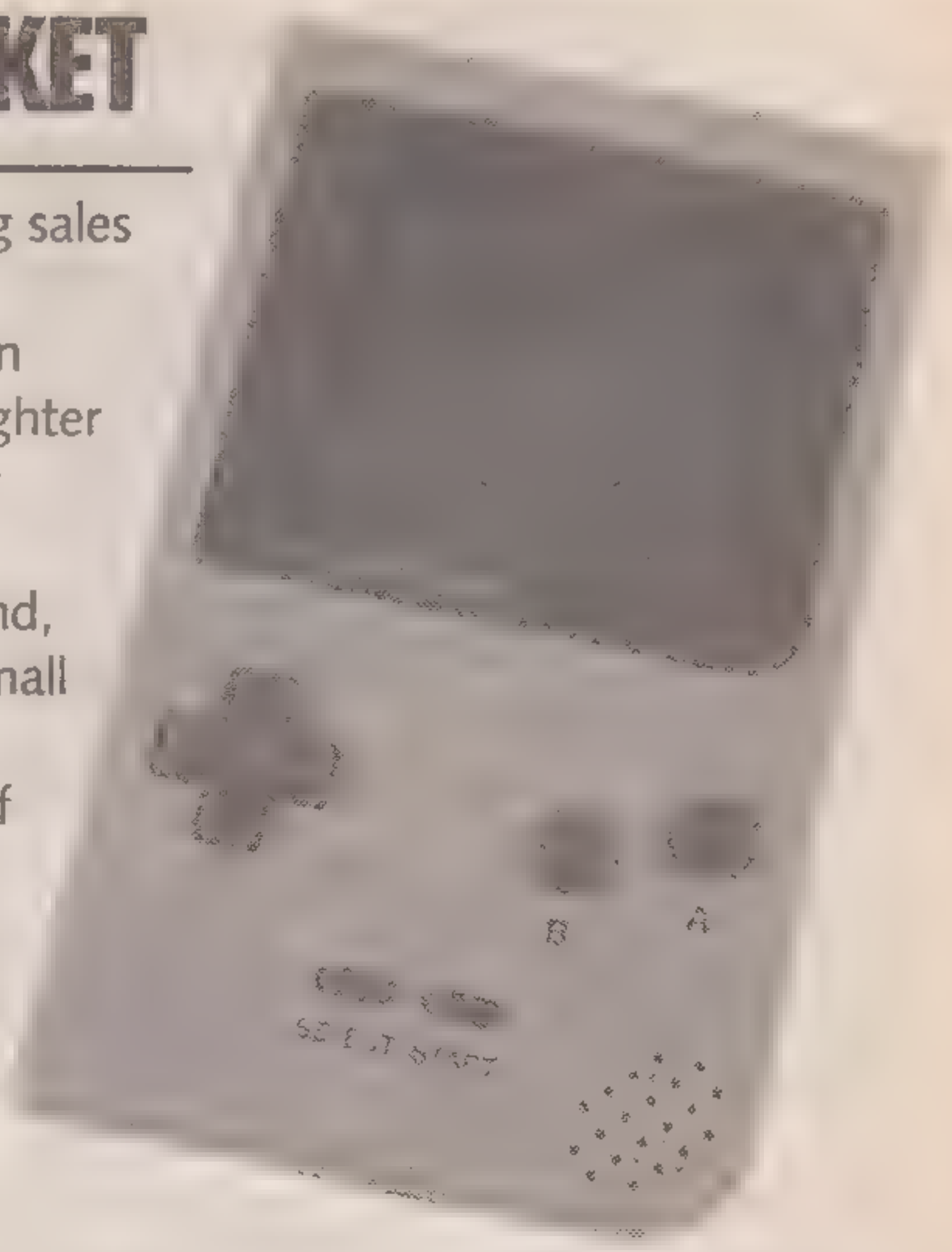
The original 1989 version saw off the challenge of technically superior handhelds because it got everything right first time. Its primitive monochrome display didn't eat through piles of expensive batteries like the backlit colour screens of the Sega Game Gear, Atari Lynx and NEC PC Engine GT. Basic it may have been, but technology wouldn't be advanced enough to produce a decent colour handheld for another nine years.



SPOTTED	
SCORE 5 POINTS	

GAME BOY POCKET

In 1995, responding to declining sales figures, Nintendo used recent developments in LCD production techniques to make a smaller, lighter Game Boy with a bigger, clearer screen. The Game Boy Pocket boasted improved battery life and, true to its name, was actually small enough to fit in your pocket without risking crippling yourself when you sat down. It staved off the Game Boy's demise until *Pokémon* turned up.



SPOTTED
SCORE: 5 POINTS

GAME BOY COLOR PIKACHU EDITION

There have been countless special-edition Game Boys over the years, including models produced to promote shops, baseball teams, airlines and various games. The most widely available is this Pikachu edition, bundled with *Pokémon Yellow* in the States. It's yellow on the front, blue on the back and is adorned with cute Pokémon figures. You can import one from www.express.com, or you can hold on until Nintendo give it a UK release date.

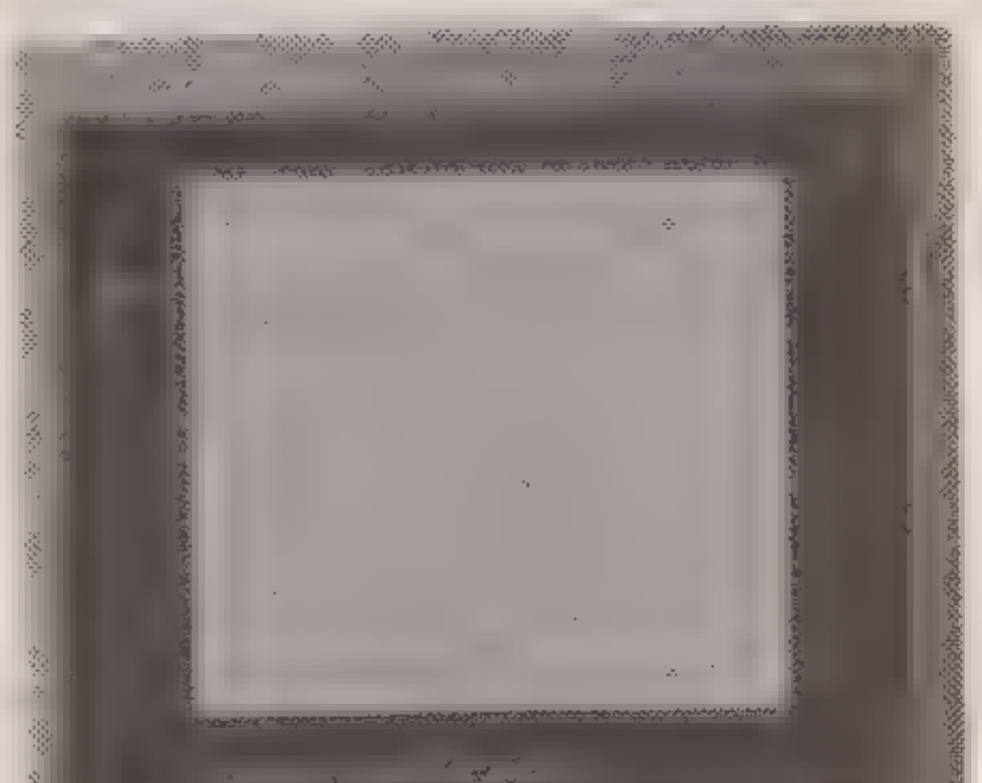
SPOTTED
SCORE: 10 POINTS

GAME BOY COLOR – POKÉMON GOLD AND SILVER EDITION

This rare special edition is sold only in Japan's Pokémon Centre stores, so you're one of the lucky few if you actually own one. The sparkly casing is meant to look either gold or silver, depending on which angle the light is coming from. The edge of the screen shows the three Pokémon you get to choose from at the start of the new games. With any luck, we'll be able to buy it here when *Pokémon Gold* and *Silver* are released around Easter 2001.

SPOTTED
SCORE: 20 POINTS

GAME BOY LIGHT



A very cool innovation that never got released outside of Japan. It looks like a standard Game Boy Pocket with a nice gold or silver metallic finish, but check out the power switch and you'll see what's changed. There's a third position marked 'light'. Flip the switch all the way over and the screen glows blue so you can play in the dark. The only downside is the increased battery consumption and the unsightly bump on the back for AA rather than AAA cells.

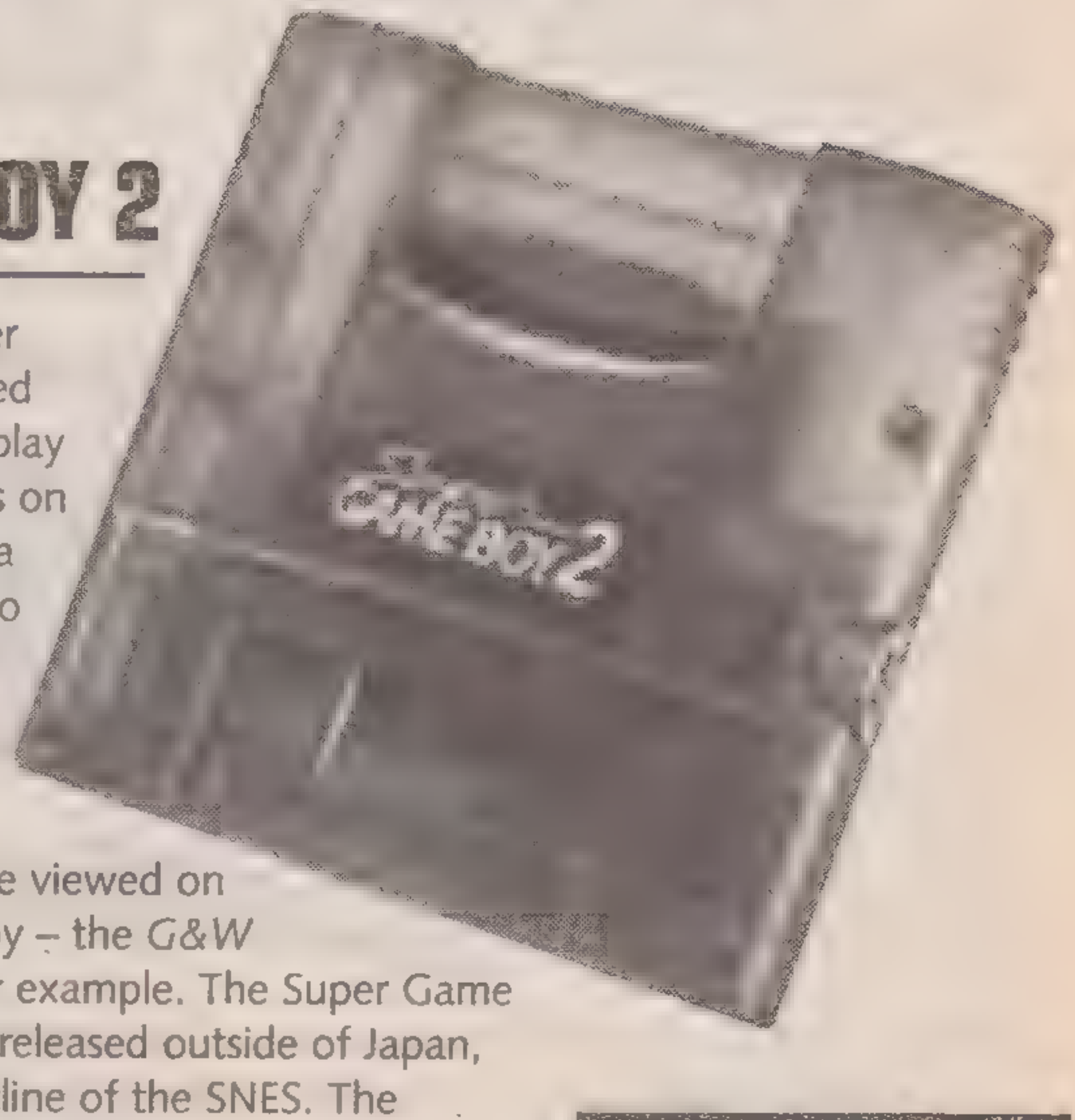
SPOTTED
SCORE: 30 POINTS

POCKET SONAR

Possibly the most ridiculous add-on ever made for a games machine. It's an oversized cart with a long cable coming out of the top. On the end of the cable is a yellow sonar capsule. Anglers are supposed to dangle the device in the water and watch as the Game Boy's screen pinpoints any nearby shoals of fish. We've no idea if anyone has managed to catch anything by using it, but it'd certainly make a good talking point if you were to whip one out in public.

SPOTTED
SCORE: 37 POINTS

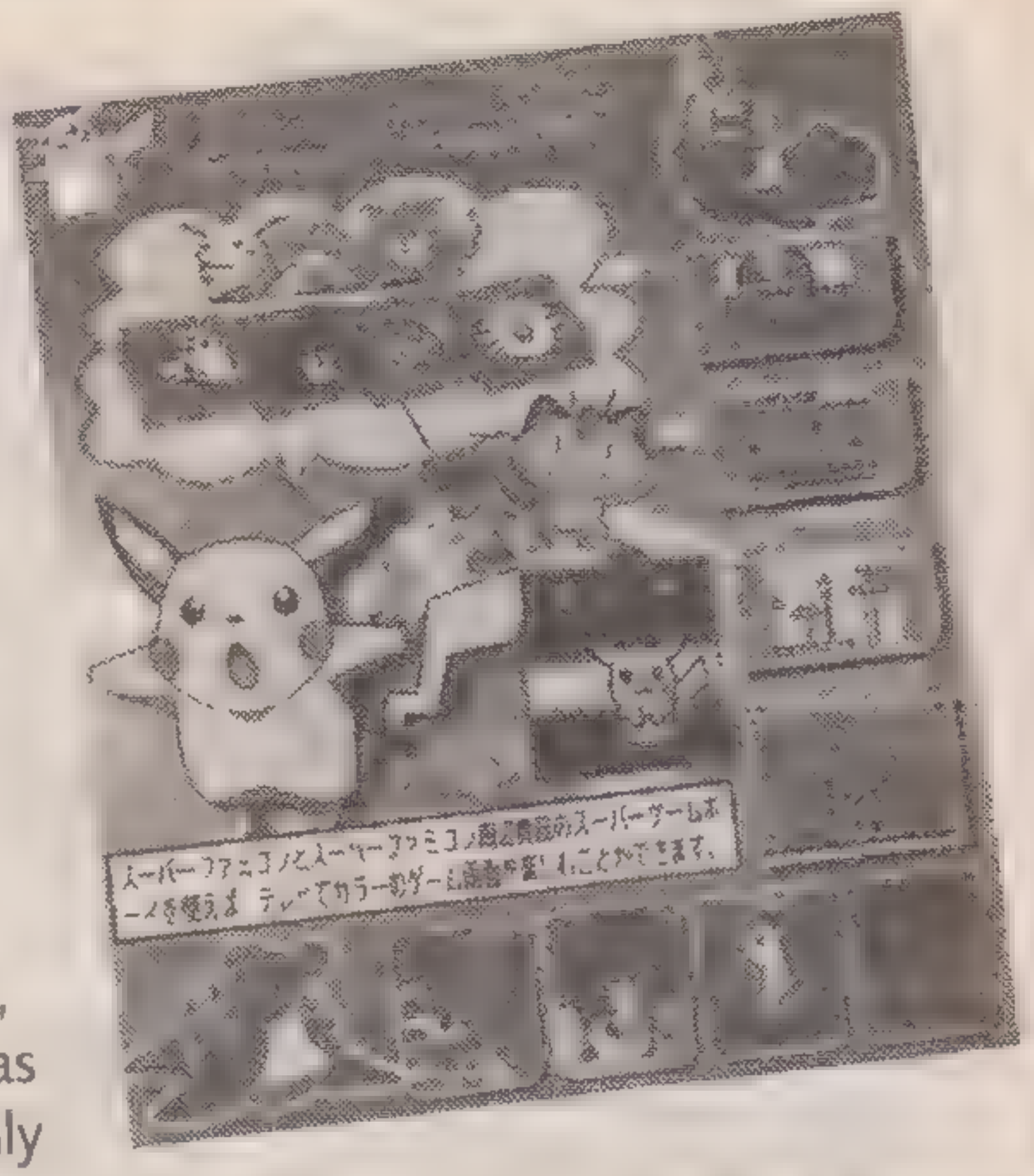
SUPER GAME BOY 2



The original Super Game Boy enabled SNES owners to play Game Boy games on their TV. There's a slot at the front to put your GB cart in, and certain games have special borders which can only be viewed on a Super Game Boy – the *G&W Gallery* series, for example. The Super Game Boy 2 was never released outside of Japan, thanks to the decline of the SNES. The differences are the transparent blue case and a link cable socket on the side for Pokémon trading.

SPOTTED
SCORE: 10 POINTS

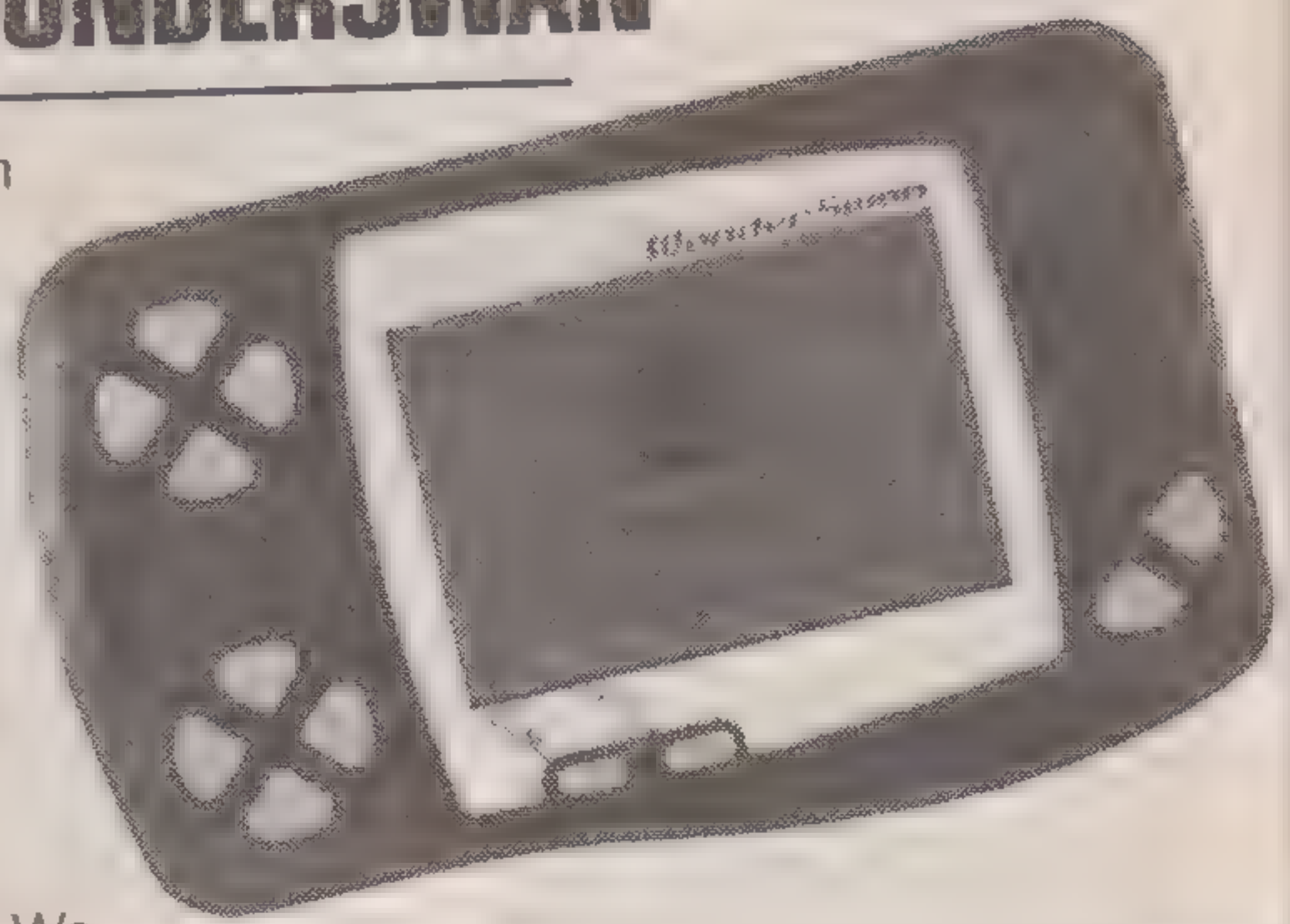
MONSTER GO! GO! GO!



There's a huge market in dodgy Game Boy carts, many of them originating in Hong Kong. Sometimes they're just unauthorised carts produced by companies which don't have a Game Boy developer's licence. Other times they're pirate compilations of commercial titles, selling for about the same price as a single new game. This one really takes the biscuit. It's Infogrames' *Smurf's Nightmare* with Pokémon characters instead of little blue people. As illegal as first-degree murder. Almost.

SPOTTED
SCORE 20 POINTS

BANDAI WONDERSWAN



It's nothing to do with Nintendo, but we like it all the same. This 16-bit monochrome console has done reasonably well in Japan, where a mobile phone link and a remote control robotic spider are among the add-ons soon to be available. We include it here because Bandai have been toying with the idea of bringing it to the West. However, the recent withdrawal of SNK's excellent Neo Geo Pocket may make them think again. We hope not – a little competition is a good thing.

SPOTTED
SCORE 20 POINTS

HOW DO I GET HOLD OF IMPORT STUFF?

Importing Game Boy gear is much easier than importing anything for other consoles. Machines such as the N64 have to contend with fundamentally different TV standards, different mains voltages and the strictly enforced import regulations imposed by Nintendo. If you want to import N64 games, you've little option other than to get hold of an American or a Japanese machine.

It's different for the Game Boy. Every machine, no matter where it's sold, is exactly the same. You can buy a smart Pikachu-edition Game Boy and it will run all your UK games without any hassle. You can buy import copies of desirable games such as *Pokémon Pinball* and they will work perfectly on the GB you already own. The lack of regional lockouts is an oversight on Nintendo's part, and one that, sadly, they're almost certain to rectify when the Game Boy Advance arrives.

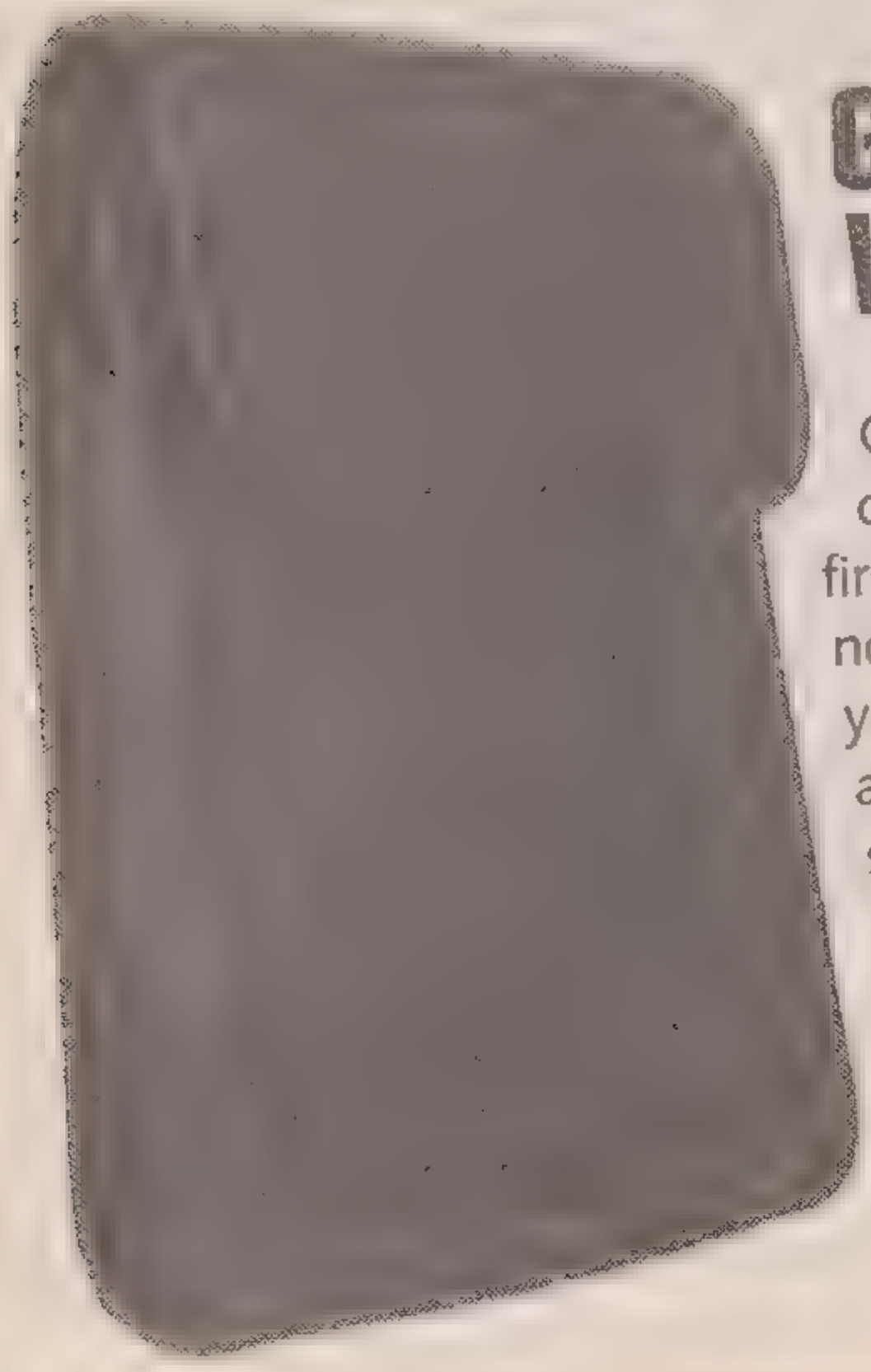
So you might as well make the most of the situation while you can. There are some fantastic goodies available on import, such as some of the stuff we've covered over the last few pages, and games now available in this country (notably the *Final Fantasy* series) are often still on sale in America.

To reap the bounty, call an importer. Several such firms advertise each month in **N64** Magazine. We'd recommend CA Games (0141 334 0818) or Project K (020 8508 1328). On the Internet, www.express.com is cheap, fast and reliable, and www.ebworld.com will ship to this country. It's a big world out there.

HARDWARE GUIDE

A Game Boy is a self-contained portable entertainment centre. It's perfect – so perfect that Sony's R&D department were famously rumoured to have been berated for not thinking of it first. But why on earth would anyone want to spoil those classic lines by sticking bits and pieces all over it?

While the Game Boy is certainly more practical if you don't have a massive amount of stuff to lug around with it, some of these add-ons are worthwhile. The batteries run out, the naked screen is susceptible to scratches, the speaker is hard to hear in a noisy environment, you can't play at all when the lighting is poor... These are all problems that can be solved if you're willing to spend just a little money. Plus there are a couple of marvellous non-game items from Nintendo that we think no Game Boy owner should be without.

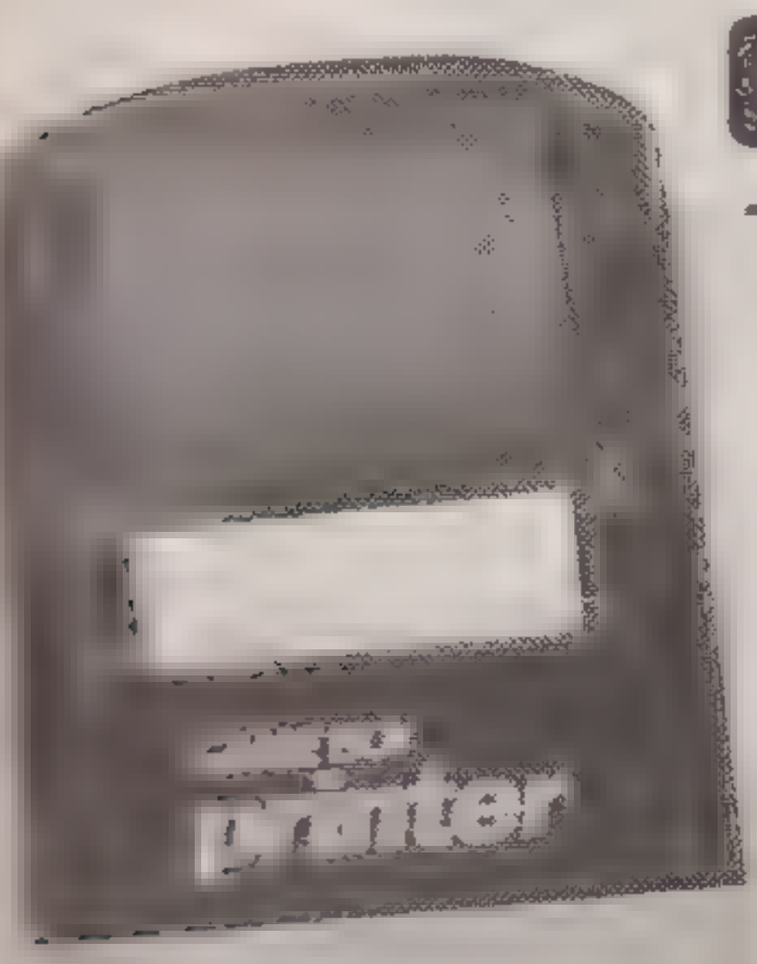


GAME BOY WALLET

Of all the extras you might want to consider, a protective wallet is the first thing you should buy. There's nothing more annoying than taking your Game Boy out of your pocket and finding a whacking great coin scratch across the front. Around five pounds should purchase you some peace of mind.

GAME BOY CAMERA

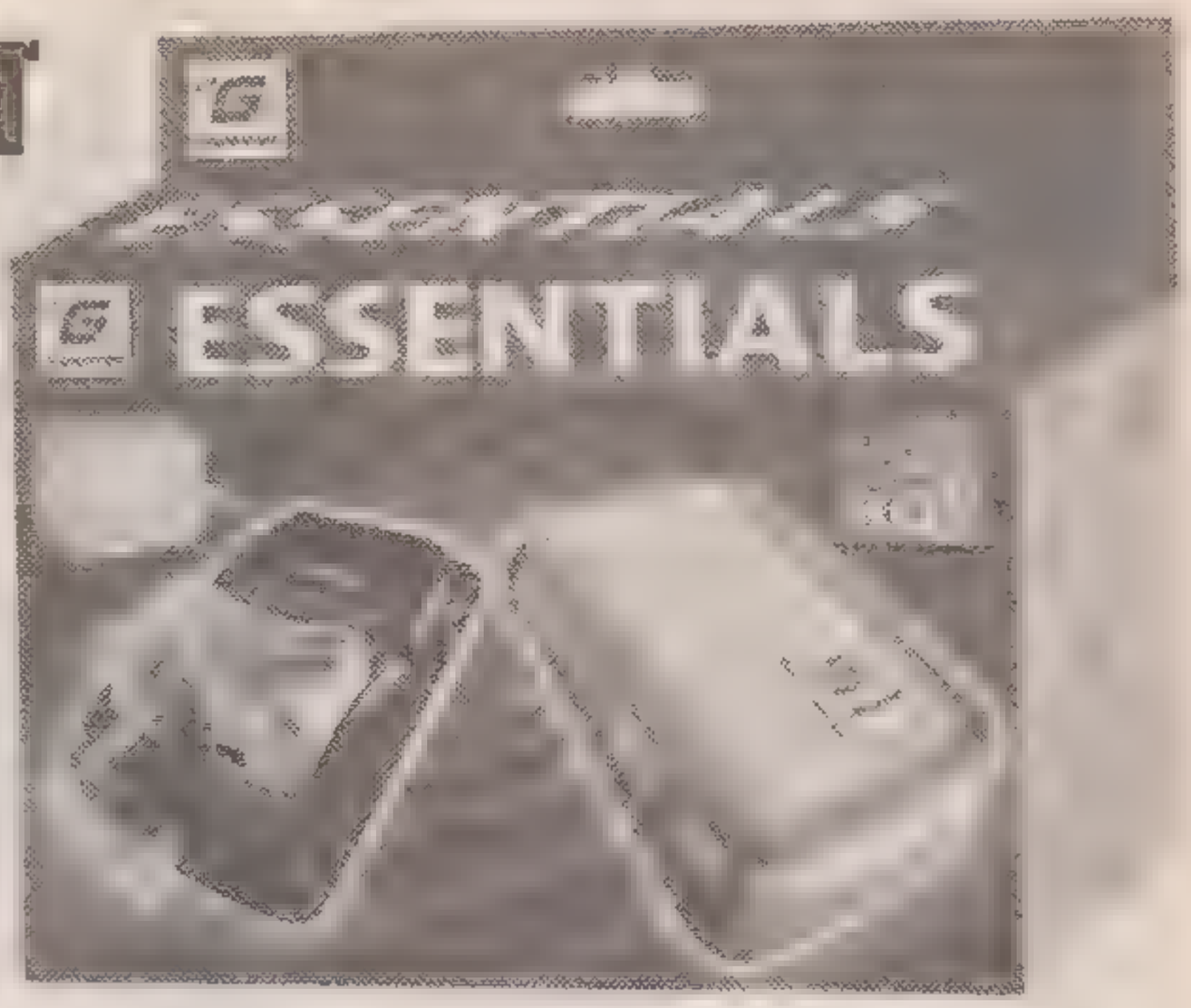
Is the Game Boy Camera the best thing ever? Probably. If it isn't, it must be a very close contest. It turns your console into a digital camera with a gaggle of built-in special effects. You get all sorts of trick lenses with which to start creating your own mutants, and you can finish off your pictures using a selection of paint tools and preset stamps. You can create simple animations and you can put your own grinning face in some interesting little games. There's even a DJ mode for you to make some music. This cart is absolutely jam packed with brilliant features, and we've seen brand new ones on sale for as little as £10. At that price, you can't afford not to buy one.



GAME BOY PRINTER

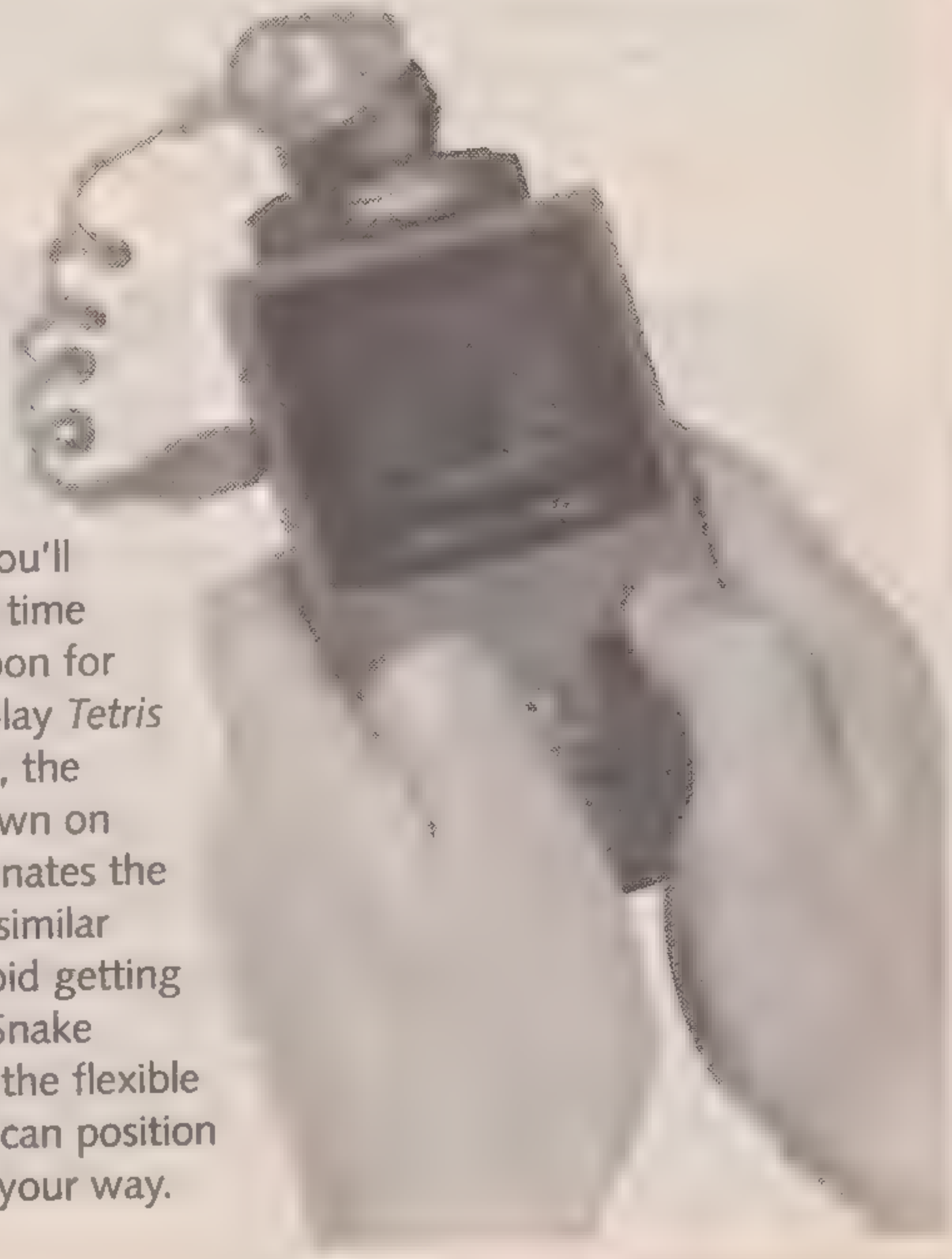
It's the natural companion to the Game Boy Camera. Once you're satisfied with the tweaking and freakulation you've applied to your favourite snaps, you can print them out on a roll of sticky thermal paper. Tear them off and stick them wherever you like. Game Boy stickers make great adornments for your personal stationery and cute gifts for elderly relatives, not to mention the fact that they can be used for the purpose of humiliating your friends. And without one of these devices, you'll have to lose some pictures when the 30-shot memory on the GB Camera needs emptying. Also compatible with a few games for printing out high scores and secret bonus pics.

ESSENTIALS KIT



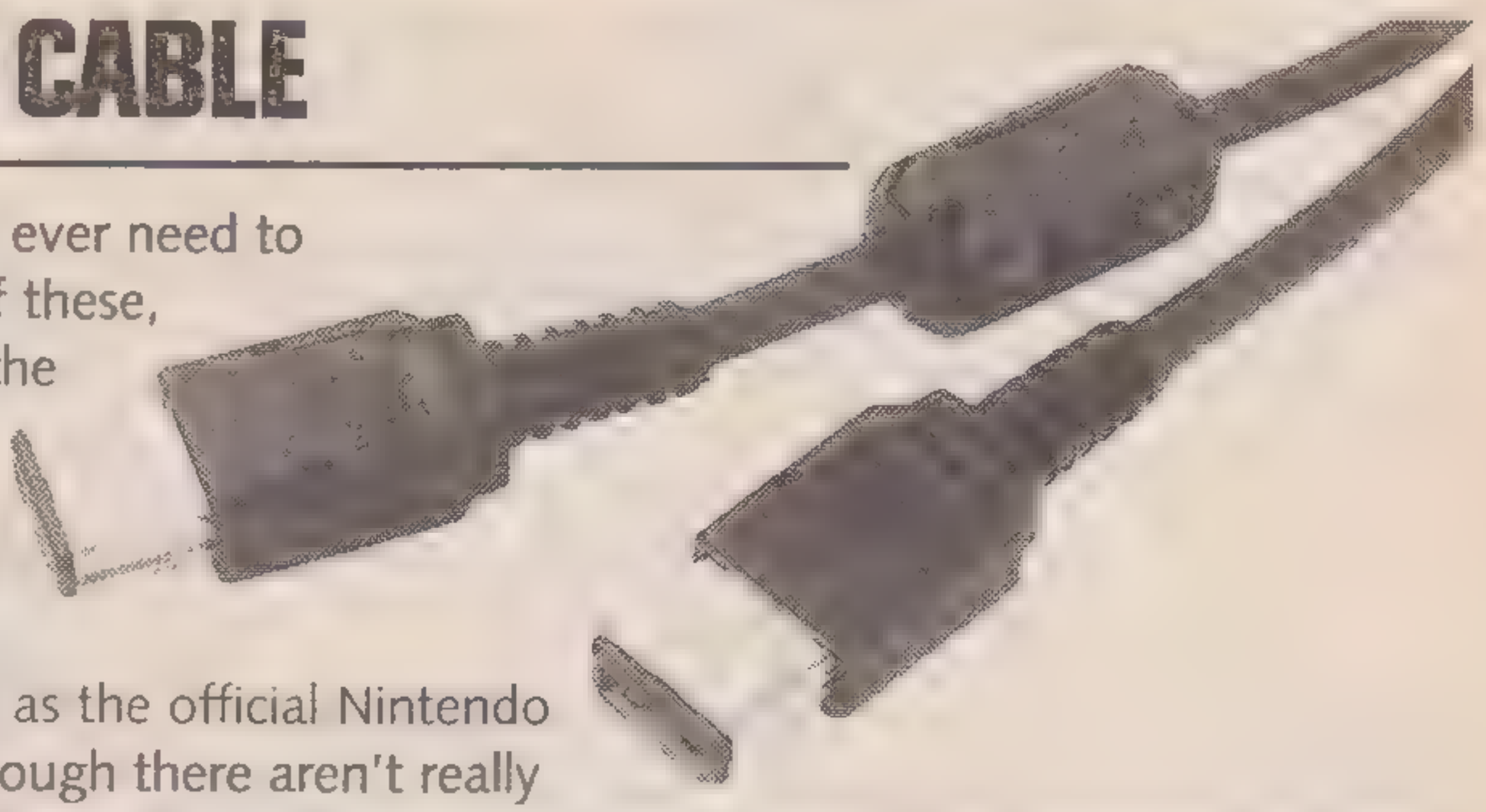
This value pack of Game Boy accessories includes a soft case, a mains adapter and a rechargeable battery pack. It's fairly well made and the bits and pieces do the job as you'd expect. The battery pack is a chunky rubberised lump with finger holds on the back which are supposed to make the Game Boy more comfortable to hold. Whether it achieves that is a matter of opinion, but it does make the machine too big for the average pocket. Which is where the case comes in. Costs around £10.

SNAKE LIGHT



Plug this cheap and cheerful pink reptile into the link cable port on the side of your Game Boy and you'll be able to play at any time of day. A particular boon for anyone who likes to play *Tetris* in the garden at night, the Snake Light shines down on your screen and illuminates the proceedings. As with similar devices, you can't avoid getting some glare from the Snake Light's reflection, but the flexible neck means that you can position it so it doesn't get in your way. Available for £5.

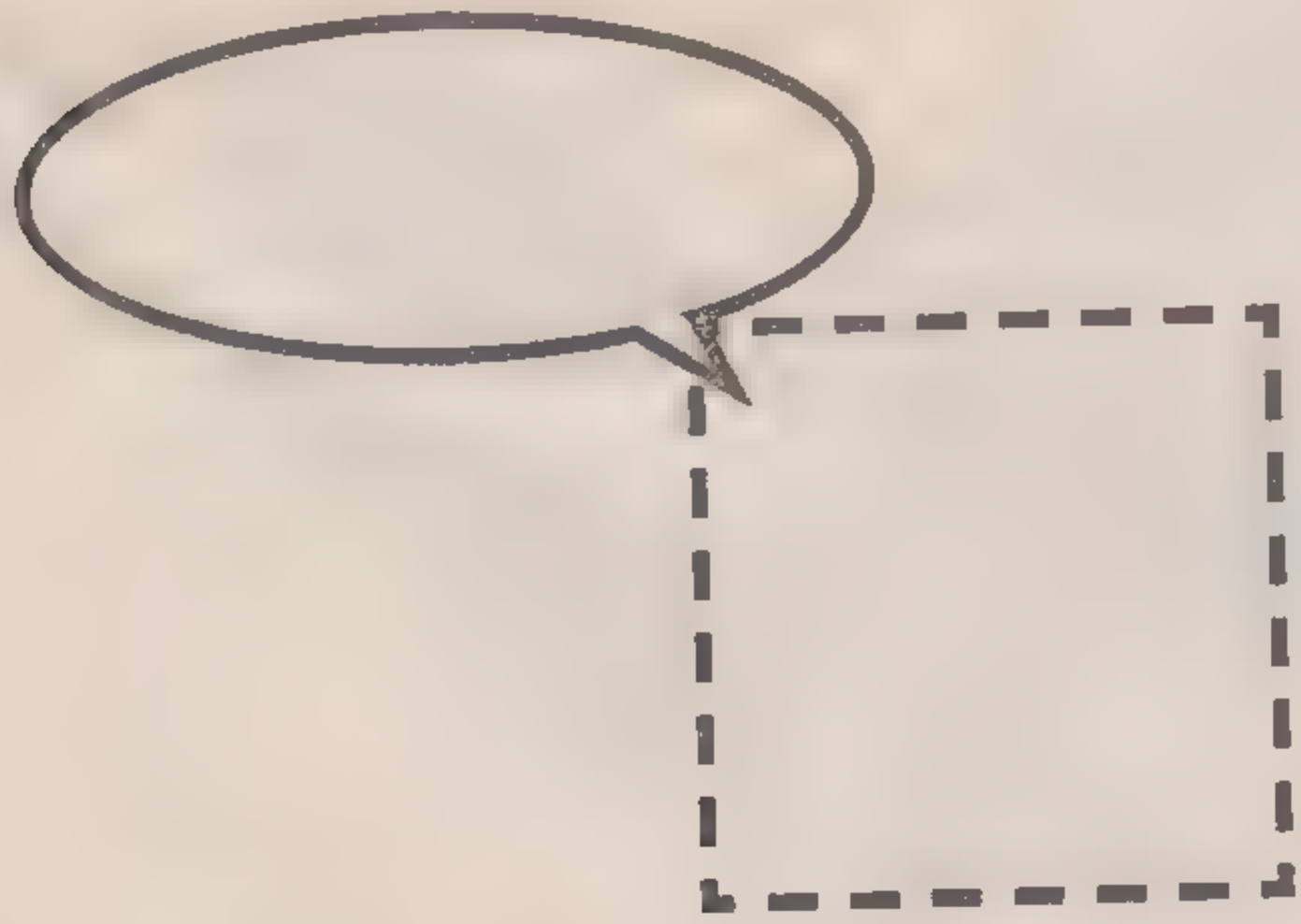
LINK CABLE



You'll only ever need to buy one of these, and even the third-party ones seem to do the job as well as the official Nintendo cable. Although there aren't really that many games which have a two-player mode, the ones that do tend to be worth playing – for example *Tetris*, *Balloon Kid* and, of course, *Pokémon*. Don't buy one separately if you're thinking about getting a Game Boy Printer though, as they come with an official link cable bundled in the box. Costs between £5 and £10, depending on which manufacturer you prefer.

POCKET PIKACHU

It's the virtual pet that encourages you to keep fit. Or at least take regular gentle strolls to the shops. As you walk, a tiny weight inside the casing bounces up and down, counting how many steps you've taken. The steps are converted into watts, which you then use to buy Pikachu's favour. You can also play a slot-machine game to win more power, and the more watts Pikachu consumes, the happier and more educated it becomes. You'll probably become really attached to the tiny mouse as it grows and learns, and it's a real heart-breaker when the whole thing ends, after one million steps. Costs £20.



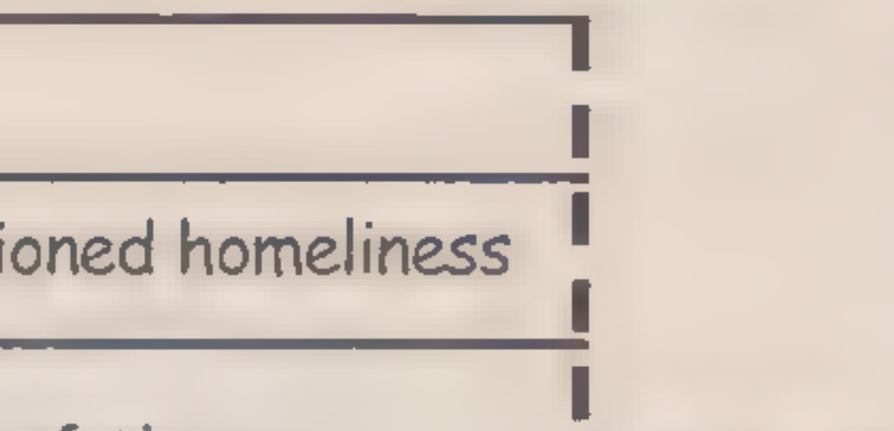
GAME BOY GALLERY

Ever wanted to see your face in print? Or to take a picture of a close mate, mutilate it beyond the boundaries of taste and decency, then make sure it's seen and laughed at by everyone you know? That's what the Game Boy Gallery is for, and although we try to pack in as many shots as we can each month, the limited space available (not to mention the draconian obscenity laws in this country) means that we can't always show everything we'd like to.

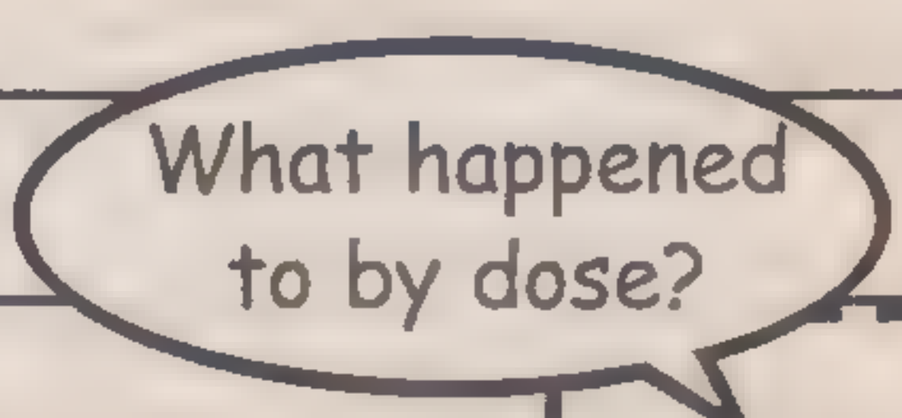
So here's where you can create a Gallery of your own, as nature intended. Capture some aliens, make a few muties and get to work with those trick lenses. Stick your own comments in the boxes provided (we couldn't resist supplying a few examples for you) and – hey presto! – you've got yourself a top book of weirdness. Lovely jubbly.

Part I: MUTIES

SUBJECT:	
SNAPPED BY:	
MUTATION:	Plain, old-fashioned homeliness
COMMENT:	Ever had one of those mornings when you look in the mirror, shake your fist at the sky and yell, "Curse you, God, for making me this way!"?



SUBJECT:	
SNAPPED BY:	
MUTATION:	
COMMENT:	



SUBJECT:	
SNAPPED BY:	
MUTATION:	
COMMENT:	

GAME BOY GALLERY

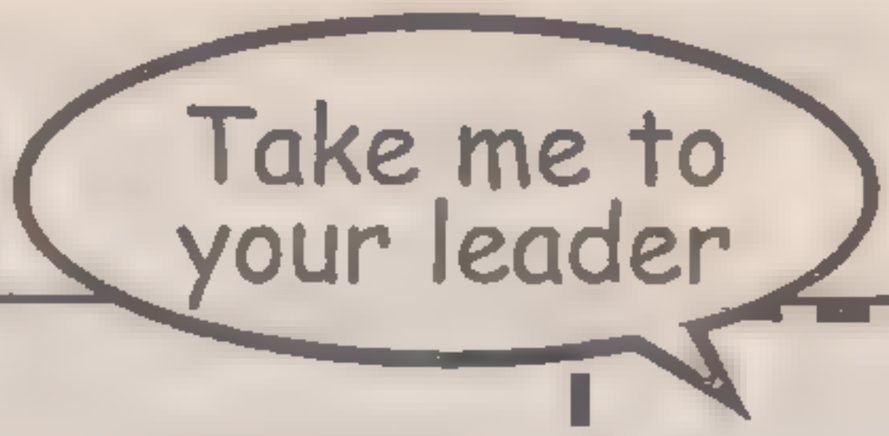
SUBJECT:	
SNAPPED BY:	
MUTATION:	
COMMENT:	

SUBJECT:	
SNAPPED BY:	
MUTATION:	
COMMENT:	

SUBJECT:	
SNAPPED BY:	
MUTATION:	
COMMENT:	

SUBJECT:	
SNAPPED BY:	
MUTATION:	
COMMENT:	

Part II: ALIENS



LOCATION:	
CAPTURED BY:	
HOME PLANET:	
COMMENT:	

Here's a picture that proves, once and for all, that Mulder and Scully were right. The truth is out there – now please, keep it well away from me!

LOCATION:	
CAPTURED BY:	
HOME PLANET:	
COMMENT:	

LOCATION:	
CAPTURED BY:	
HOME PLANET:	
COMMENT:	

Part III: ARTISTRY

Darlings, I'm simply the best

MY QUAD LENS PIC

SUBJECT:	
DATE:	
PRAISE:	

Heavenly, simply heavenly

MY MIRROR PIC

SUBJECT:	
DATE:	
PRAISE:	

MY PANORAMA PIC

SUBJECT:	
DATE:	
PRAISE:	

MY FAVOURITE USE OF LIGHTING

SUBJECT:	
DATE:	
PRAISE:	

How did I do this?

MY OTHER FAVOURITE PIC

SUBJECT:	
DATE:	
PRAISE:	

Such talent! It makes me want to weep

MY BRILLIANT PICTURE

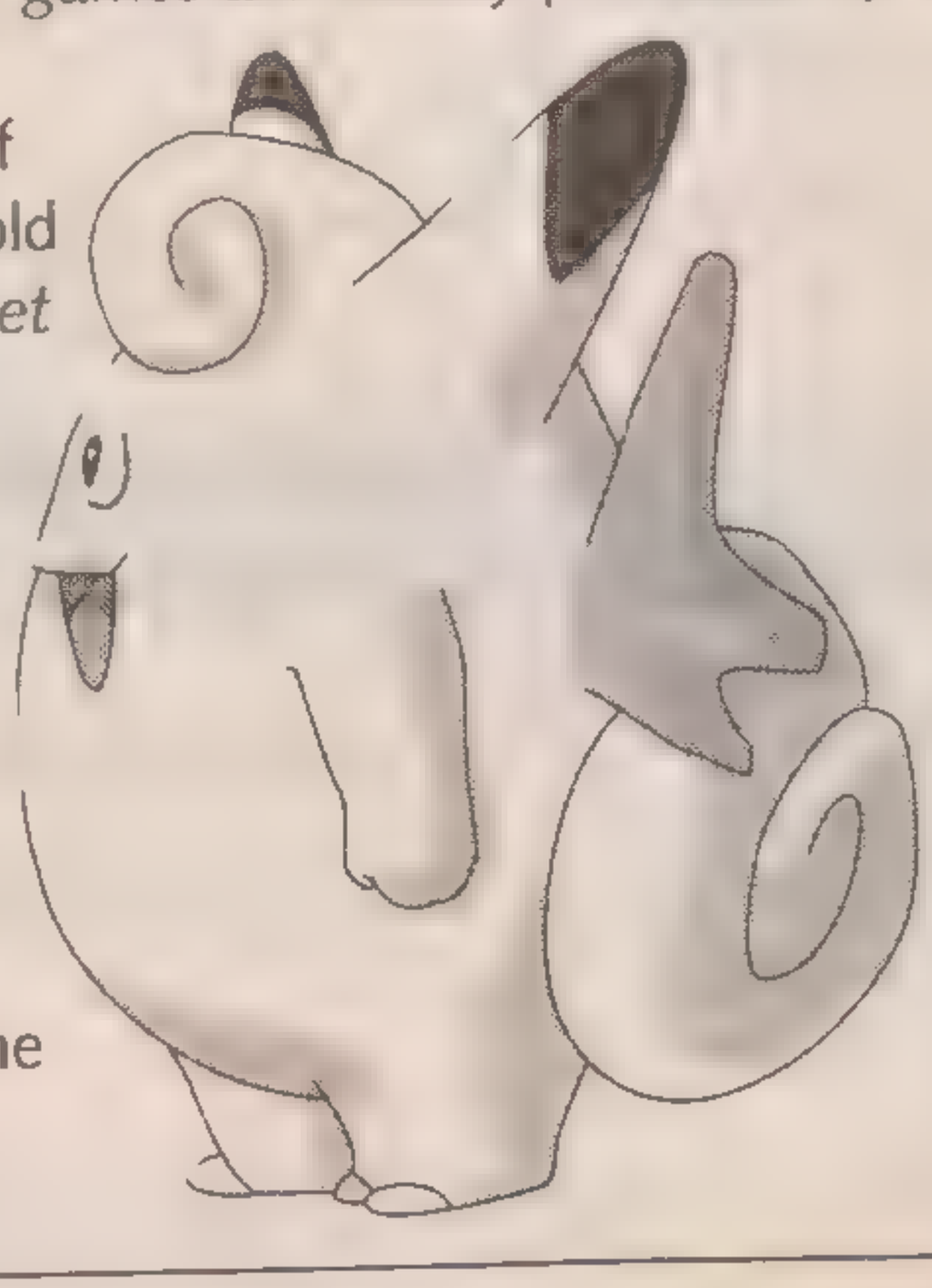
SUBJECT:	
DATE:	
PRAISE:	

Poké history

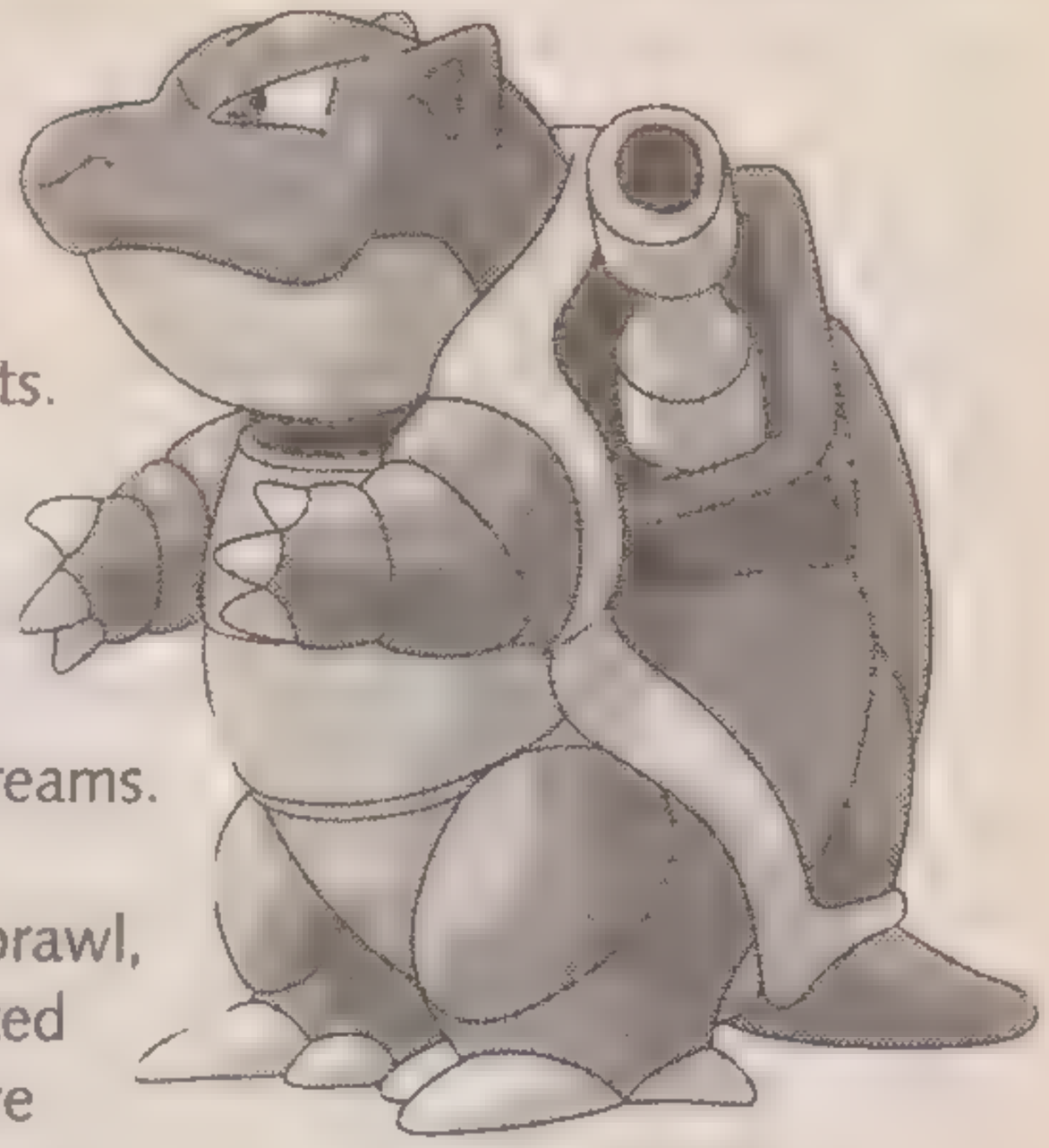
THE ORIGINS OF POKÉMON

It's the biggest thing in videogame history. While ordinary games, particularly on Game Boy, can be considered a huge success if they sell a few hundred thousand copies worldwide, *Pokémon* is still racking up sales figures in chunks of five or ten million over four years after its Japanese debut. Spin-offs such as *Pokémon Pinball* and *Pokémon Stadium* have proved to be critical and commercial triumphs, and something in the region of half a billion trading cards have been sold. The movie is the most popular animated film ever made, eclipsing anything even Disney have produced, and the success story looks like moving to another level with the US release of *Pokémon Gold* and *Silver* later this year.

It's a global industry that had the humblest of beginnings, and it's remarkable to think that in an era where games are usually produced by large teams of professional coders and designers, it's almost entirely the work of one man. Satoshi Tajiri, then a 24-year-old entrepreneur, was inspired to write *Pocket Monsters* when he saw one of the first Japanese Game Boys back in 1989. Upon learning of the link-cable feature, originally designed to provide for competitive two-player games, Tajiri envisioned living creatures being passed back and forth between players, and promptly set to work creating the fantasy universe that would later become Pokémon Island.



Why collect?

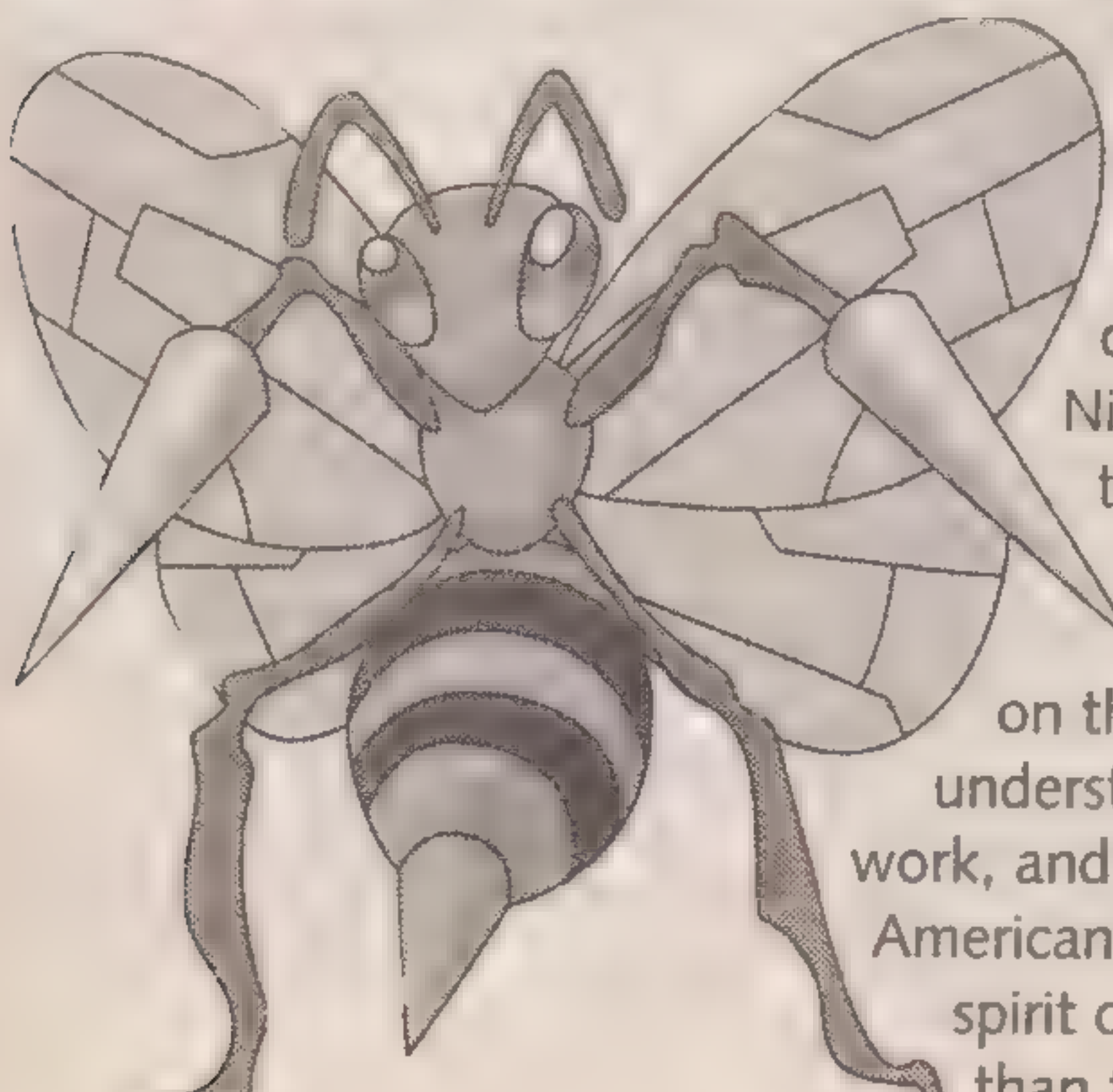


As has been documented in the reclusive Tajiri's rare interviews, the 'collecting and nurturing' concept grew from his childhood experiences as a collector of insects. Growing up in the rural outskirts of Tokyo, where Tajiri's friends nicknamed him 'Dr Bug', he was fascinated by the diversity of life found underneath rocks and in streams. As his home town was gradually swallowed up by Tokyo's urban sprawl, the creatures vanished. Tajiri wanted to create a game which would give city children a taste of his lost pastime.

Game development

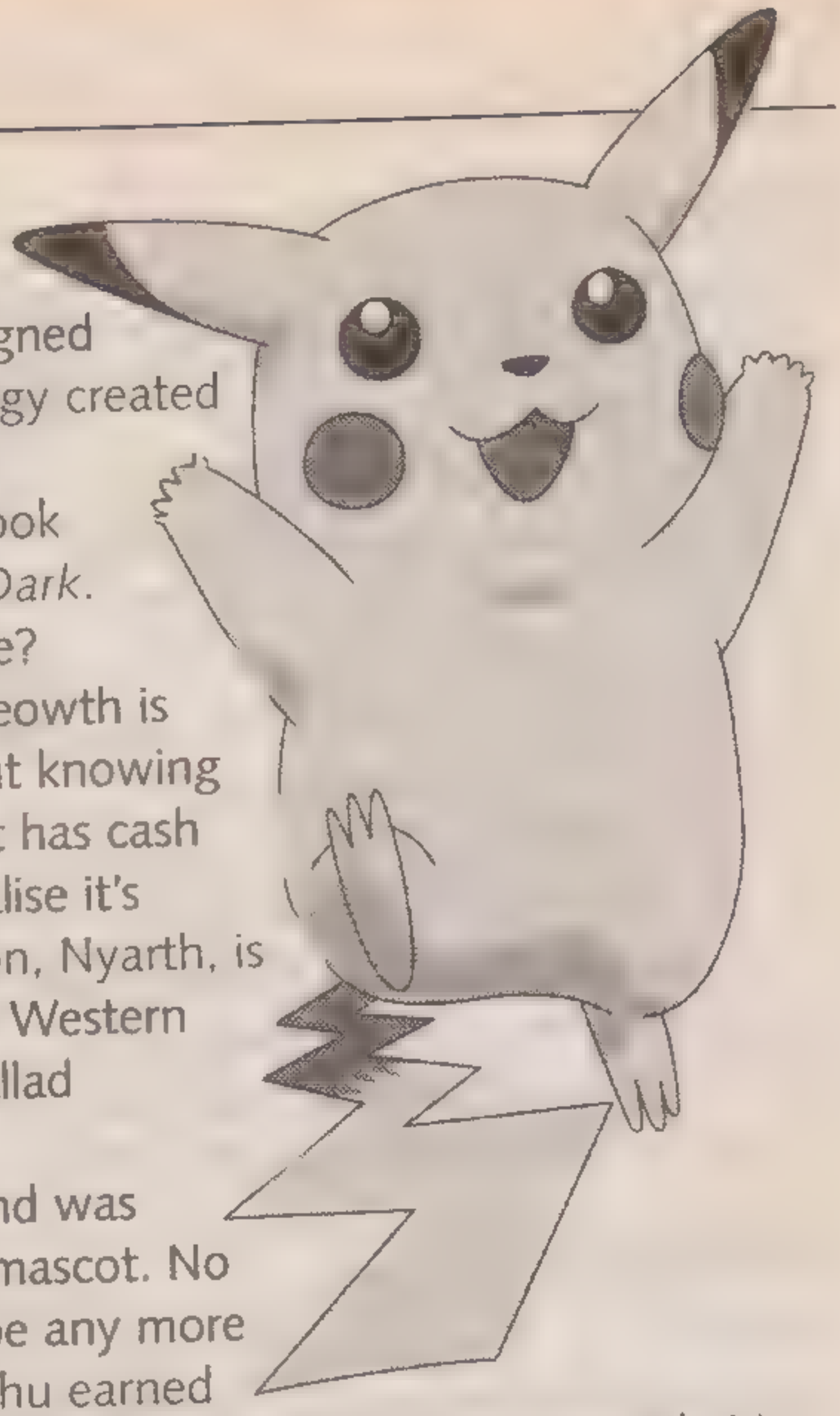
Perfecting the game took far longer than Tajiri had expected. Shigeru Miyamoto offered important advice and suggested solutions to various problems, and for his contribution was immortalised in the finished Japanese version – the hero (Ash in the West) is called Satoshi, and his rival (Gary) is known as Shigeru.

When *Pocket Monsters* was presented to Nintendo, almost six years after Satoshi Tajiri began working on it, the Game Boy was no longer as popular as it was in the early '90s, and the future of gaming seemed to lie with Sony's new PlayStation console. Tajiri expected Nintendo's executives to shelve the whole project, and certainly nobody realised what a huge hit they had on their hands. Few people understood how the concept would work, and Tajiri now believes that the American audience has adopted the spirit of his idea far more readily than the Japanese did.



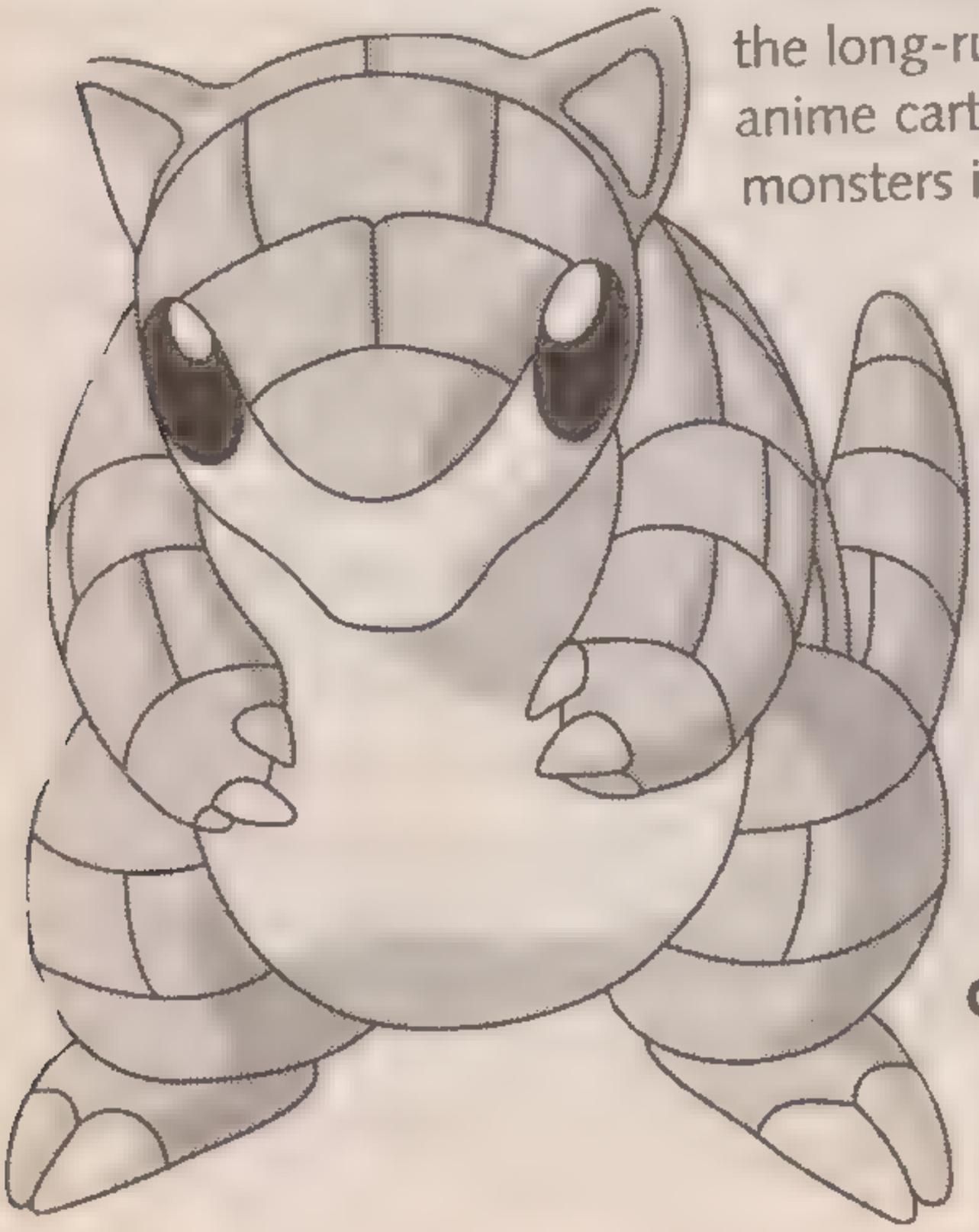
The monsters

One of *Pokémon*'s strengths is its characters. With 151 carefully designed creatures and a believable mythology created to integrate them with the human characters, no wonder the game took twice as long to create as *Perfect Dark*. But where did those ideas originate?



Here are a few answers: Meowth is based on a Japanese proverb about knowing the value of money, in which a cat has cash on top of its head, but doesn't realise it's there. The original Japanese version, Nyarth, is a much deeper character than the Western incarnation, and sings a soulful ballad explaining its philosophy.

Pikachu is much simpler, and was never intended to be the game's mascot. No single monster was supposed to be any more important than the others – Pikachu earned its status thanks to winning a poll of *Pocket Monsters* players. 'Pika' is the crackle of electricity, and 'Chu' Japanese for the sound a mouse makes.



The idea for Poké Balls was lifted from the long-running Ultraman series. In the anime cartoon, Ultraman keeps monsters inside capsules.

Dateline

late 1989 Work on *Pocket Monsters* begins.
Feb 1996 *Red* and *Green* games launched in Japan.
April 1997 Cartoon launched in Japan.
Sept 1998 Game and cartoon launched in US.
Oct 1999 Game launched in the UK.

GAME BOY DIRECTORY

Your handy guide to the good, the bad and the downright ugly.

We've had lots of letters and emails asking for a complete list of all the ratings we've awarded since Planet Game Boy first started way back in N64/26, so here it is – the only time you'll see the likes of *Pong* basking in the warm glow of *Pokémon*.

The Game Boy has the biggest software library of any console, so we've only really scratched the surface in 19 editions of PGB, but the reason for the distinct lack of low scores isn't because we've gone soft. It's because we stuck all the dross into a big grinder, mashed it up into plastic chippings and melted it down to make the roof of the Millennium Dome. Only the best games make it into PGB, and here they all are. Starting with *A Bug's Life*. D'oh!

A Bug's Life

From: Disney/THQ PGB: 3 Colour: Yes

Game Boy platformers come in three varieties – great, good and truly abysmal. This sorry effort falls into the latter category. It's a real shocker of a game that slipped past Nintendo's QA department.

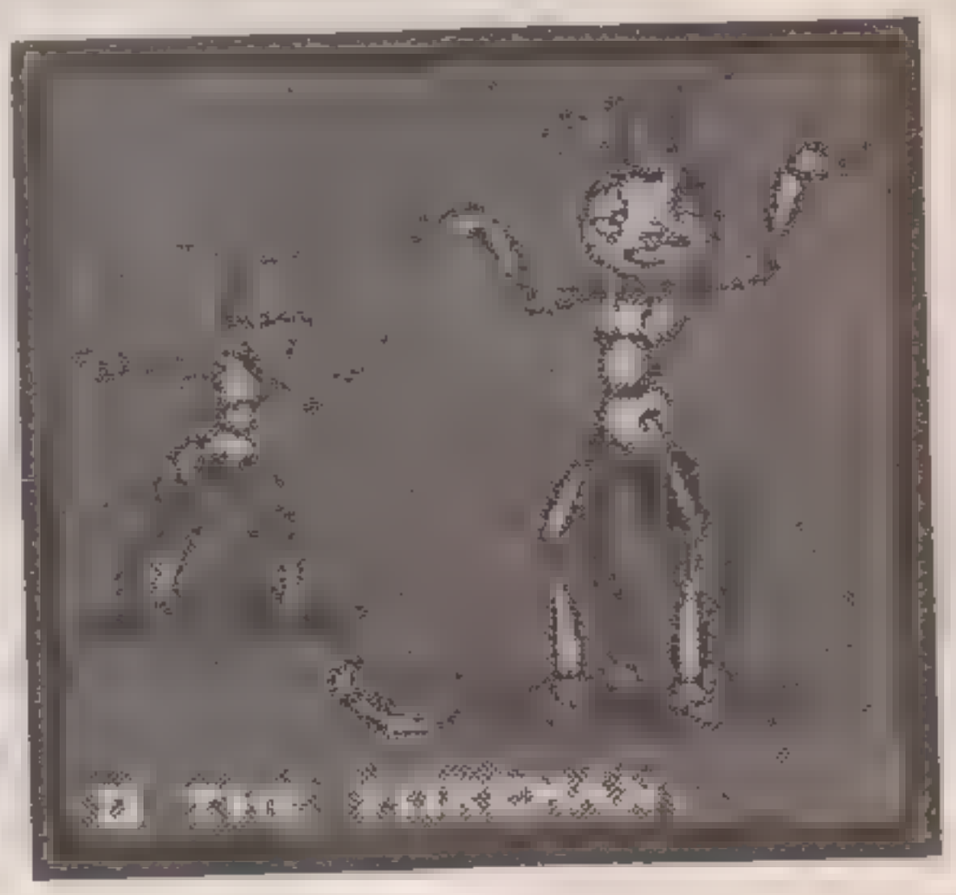
1

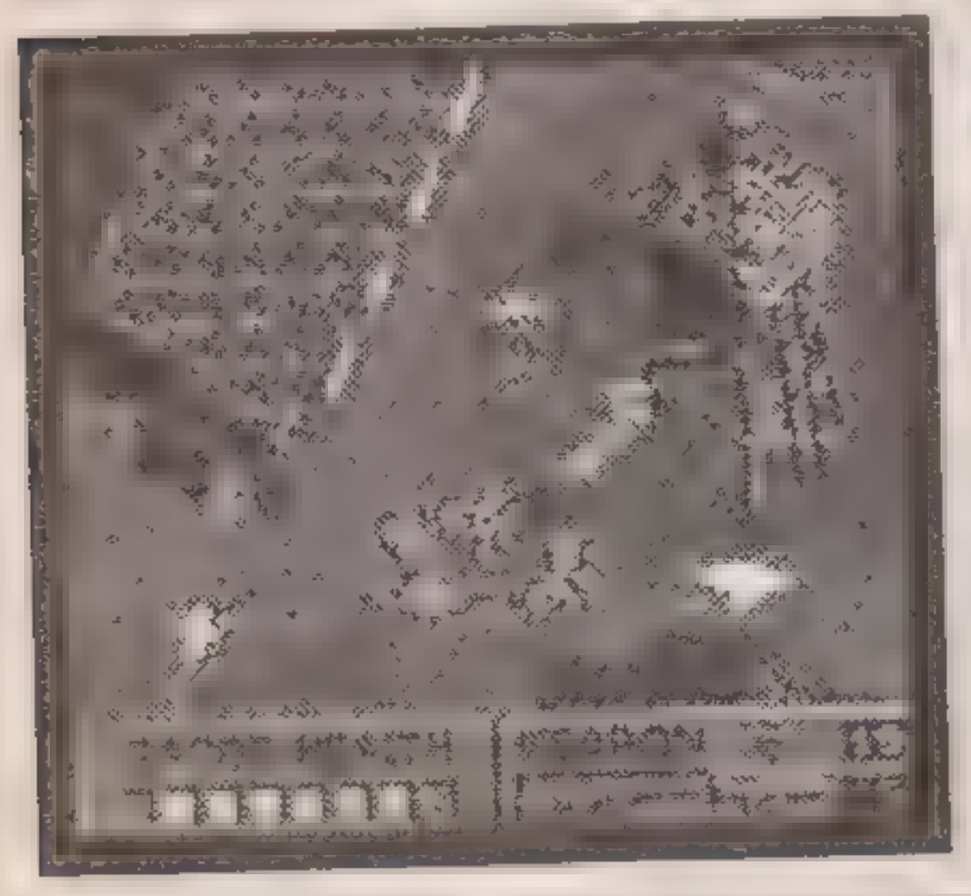
Antz

From: PGB: Colour:

Woody Allen and the all-star acting talent behind the film fail to appear in this platform game, but it's decent enough. The graphics are nothing special, but fans of the movie will be fairly satisfied.

3





Army Men

From: 300 PGB: 13 Colour: Yes

A cumbersome rotational control system hampers this decent shoot-'em-up. Cool graphics and awesome speech add the necessary spice to the game, and there are loads of weapons and vehicles.

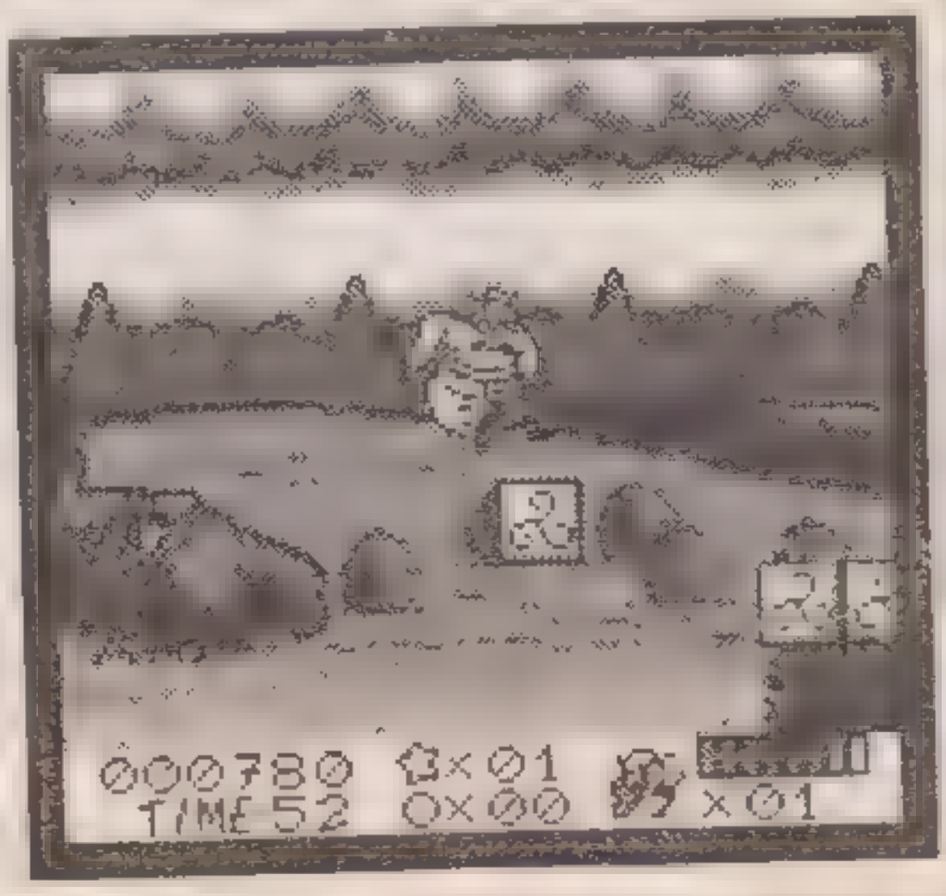
3

Asterix

From: PGB: Colour:

Platforming by numbers with Goscinny and Uderzo's legendary Gaul. An average game and a shameful waste of what could have been one of the best licenses in the world. No humour, no story, no fun.

2



Asteroids

From: Activision PGB: 10 Colour: Yes

Colourised and updated rock-destroying classic, with the original arcade shooter thrown in as a hidden bonus. This version is not as tense as it could be, but playable all the same. The power-ups are interesting enough.

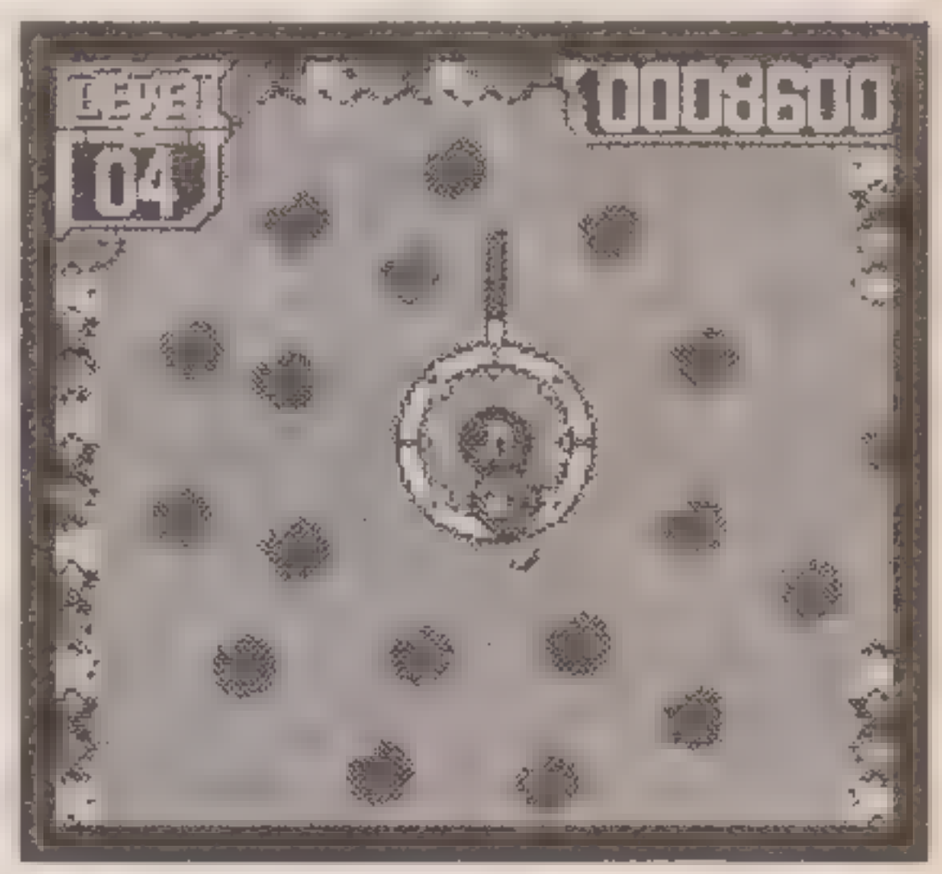
3

Ballistic

From: THQ PGB: 18 Colour: Yes

Take *Bust-a-Move*, twist the playing field into a spiral, add special bubbles and an unfathomable rules system and you've got one of the most unusual puzzle games around. Check it out.

4



Balloon Kid

From: Nintendo PGB: 14 Colour: No

We've championed this effortlessly playable platform classic since the start of **PGB** and soon it's going to get a colour update! Result! You can pick up the original version for next to nothing. Do it now.

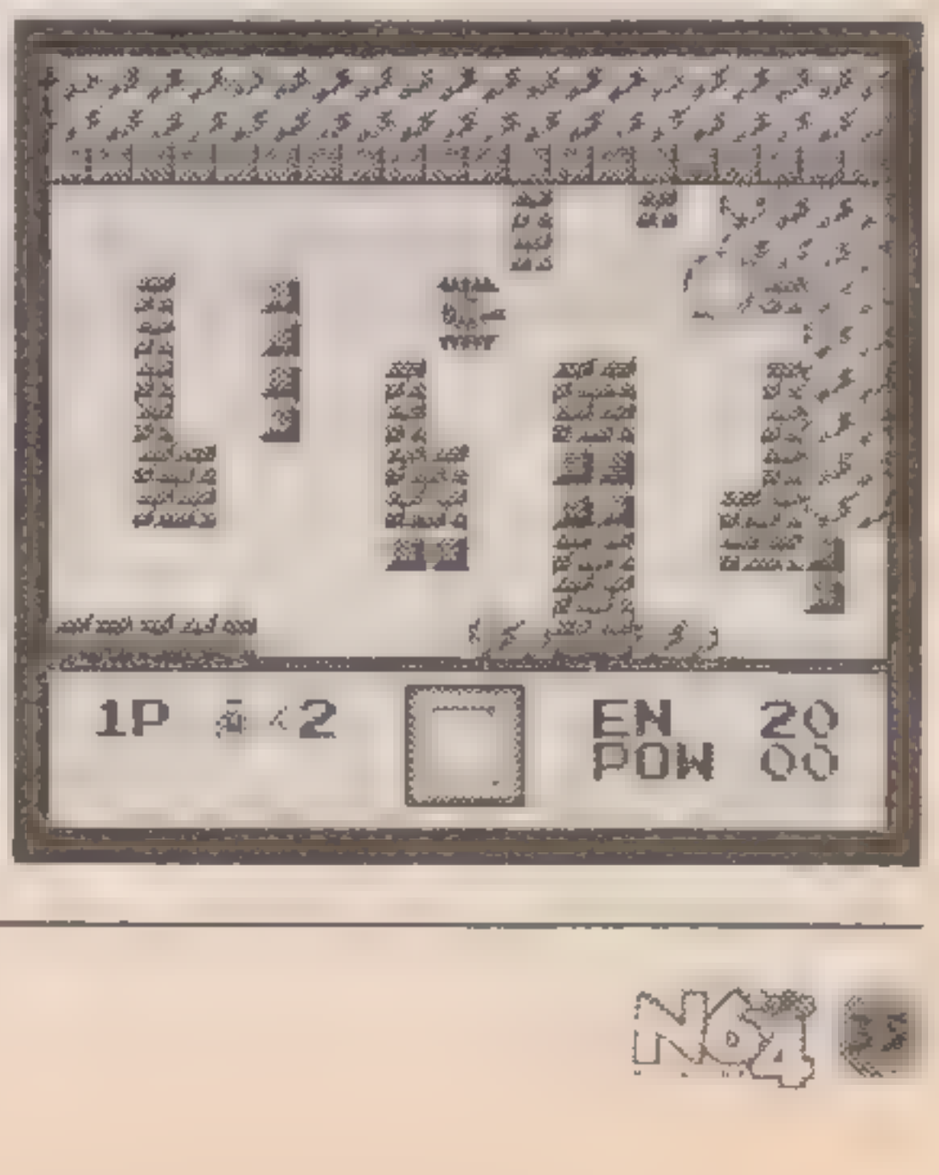
5

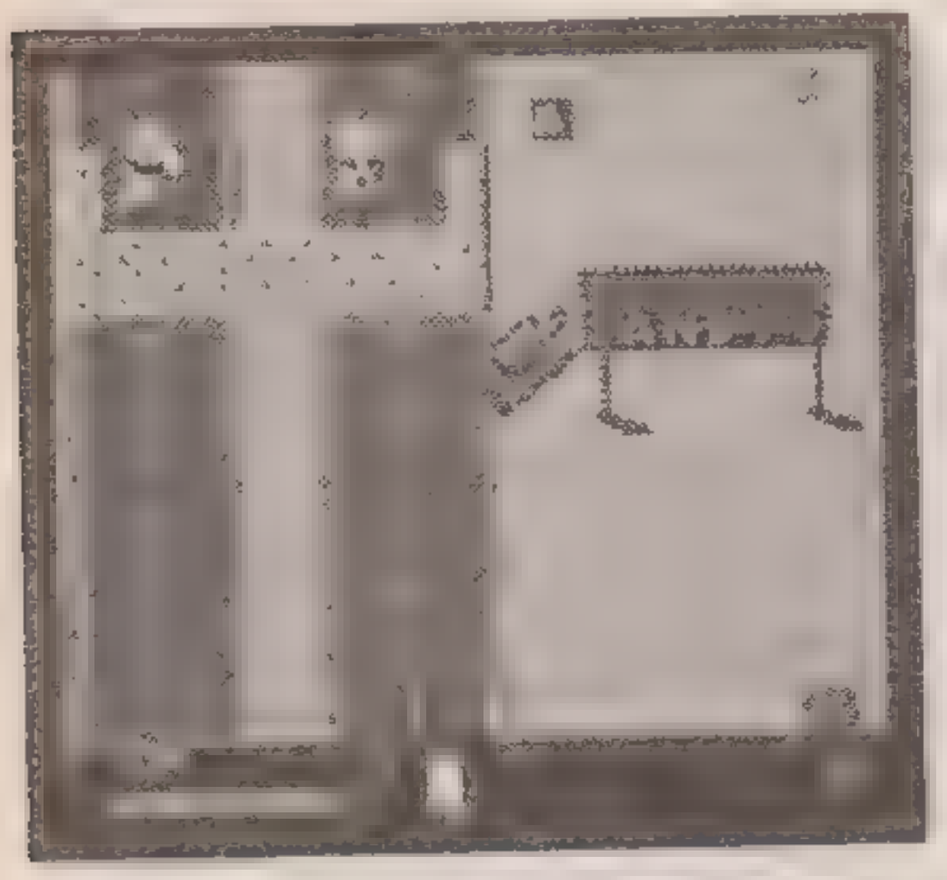
Battle City

From: Namco PGB: 15 Colour: No

Vintage 1990 arcade tank-battling action set in a series of *Pac Man* mazes. You'll need good strategy, fast reflexes and a fair dose of skill to protect your base from the enemy onslaught. Worth playing.

4





Battletanx

From: 3DO PGB: 15 Colour: Yes

Tanks on a grand scale. There are cities to destroy, bosses to defeat and a selection of reasonably good weapons with which to administer extreme violence. Based on the N64 game of the same name.

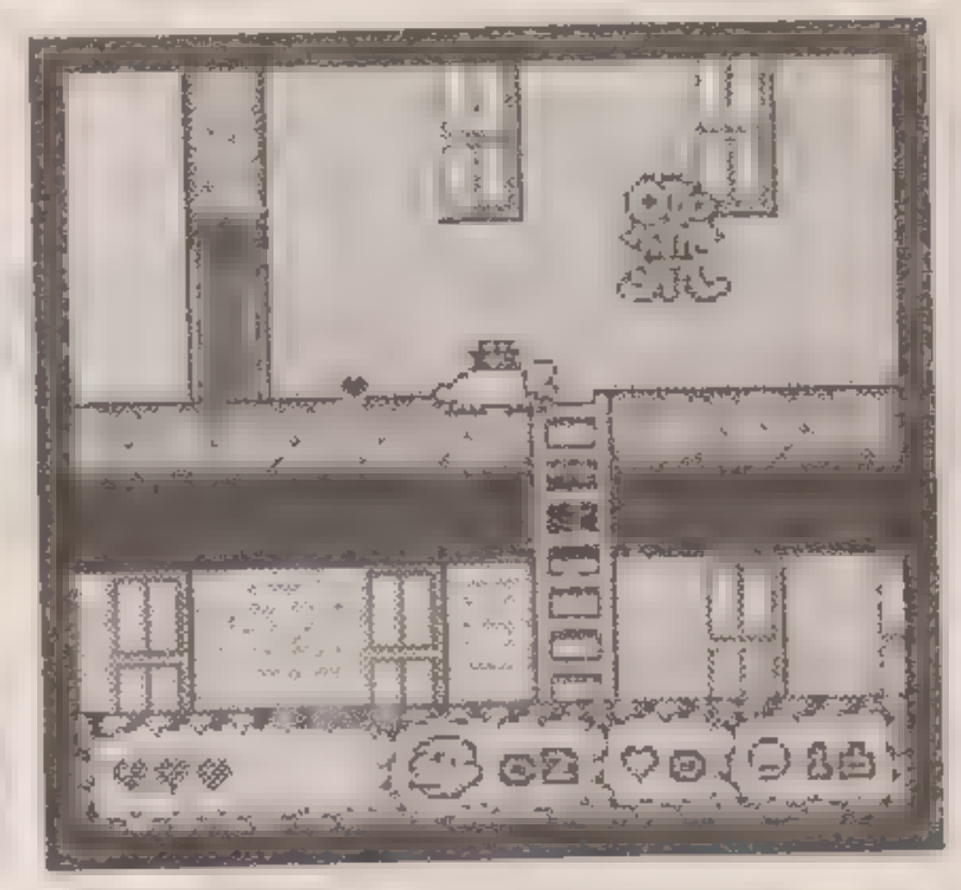
3

BC Kid 2

From: PGB: Colour:

Mario would never be caught in the kind of unseemly predicaments BC Kid gets himself into. He headbutts pavements, he grips onto walls with his teeth, he mutates into an alien psycho and we love him loads.

5



Billy Bob's Huntin' 'n' Fishin'

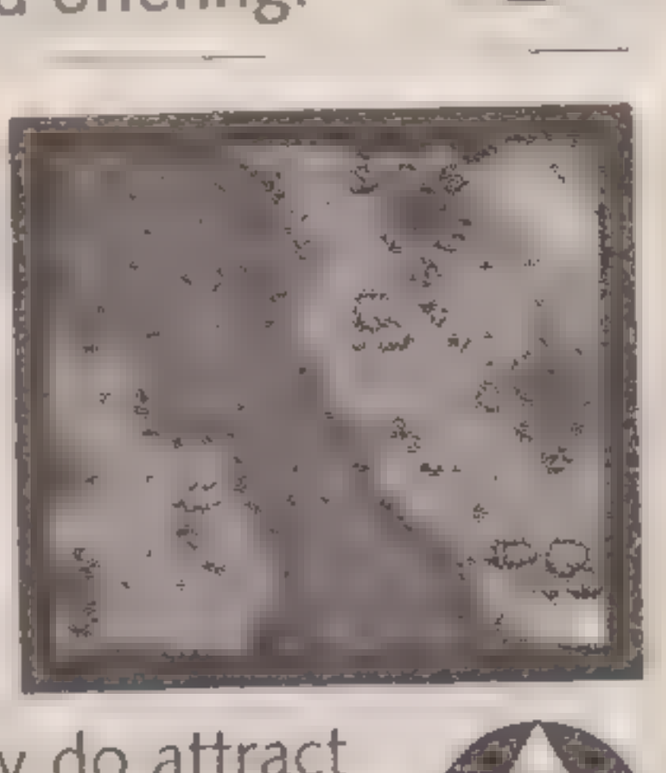
From: Midway PGB: 13 Colour: Yes

You never saw this one coming – it's like the Redneck Olympics. You have to take part in minigames such as Crawdaddy Fishing and Beercan Catching before being given a permit to hunt big game to impress your beloved Daisy. A distinctly odd offering.

3

Black Bass Lure Fishing

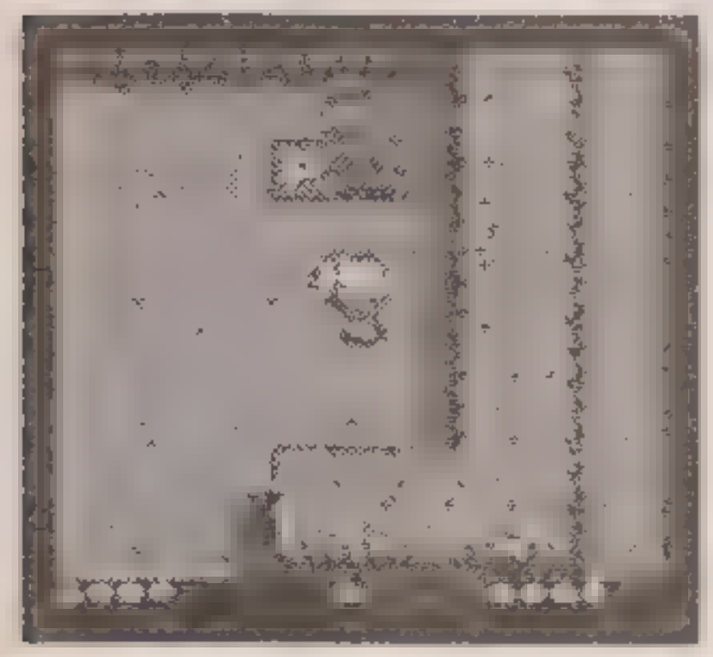
From: Take 2 PGB: 9 Colour: Yes



A non-redneck fishing game in which you can spend what feels like an eternity bobbing away on the water, dangling your rod in the water hopefully, before ever getting a bite. And then, when you finally do attract some interest, the darned fish usually manage to escape... How reekingly boring, we say.

2

Blaster Master Enemy Below



From: Sunsoft PGB: 18 Colour: Yes

Shoot-'em-up which mixes elements of the classic *Metal Slug* on Neo Geo with a little bit of Sega's *Alien Syndrome*. That said, it doesn't really work, however, thanks to some horribly dated graphics and poor design of its levels.

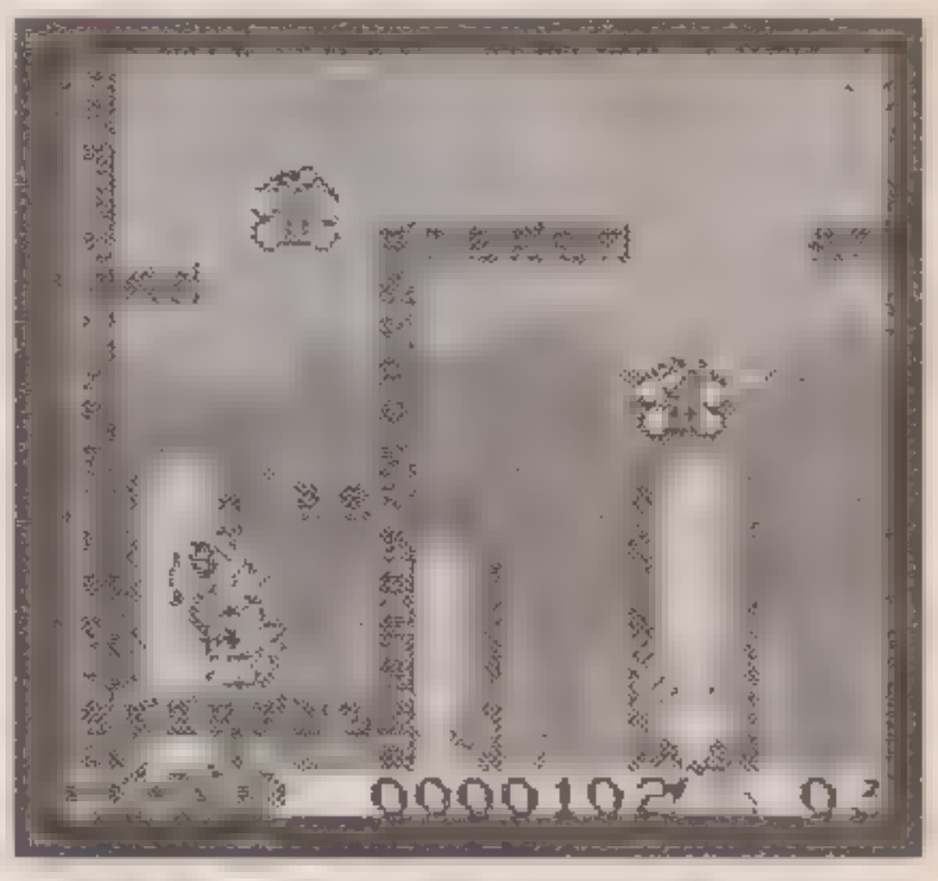
2

Bubble Bobble

From: PGB: Colour:

PGB's all-time favourite coin-op gets a sound kicking in this depressing conversion. All the things that made the arcade game so great have been thrown away, to be replaced by unplayably crap physics.

2

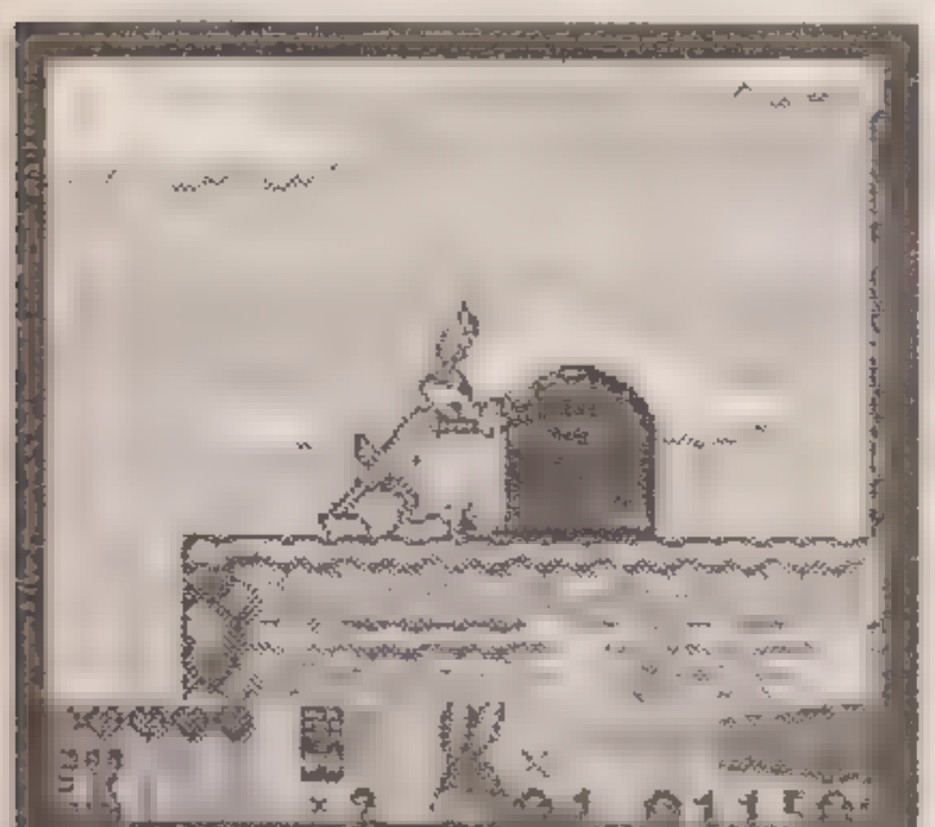


Bugs & Lola

From: PGB: Colour:

Sexy Lola Bunny slinks her way out of the shadows (or wherever she had been hiding – we'd never seen her before) to take a co-starring role in another Looney Tunes platformer from Infogrames:

3

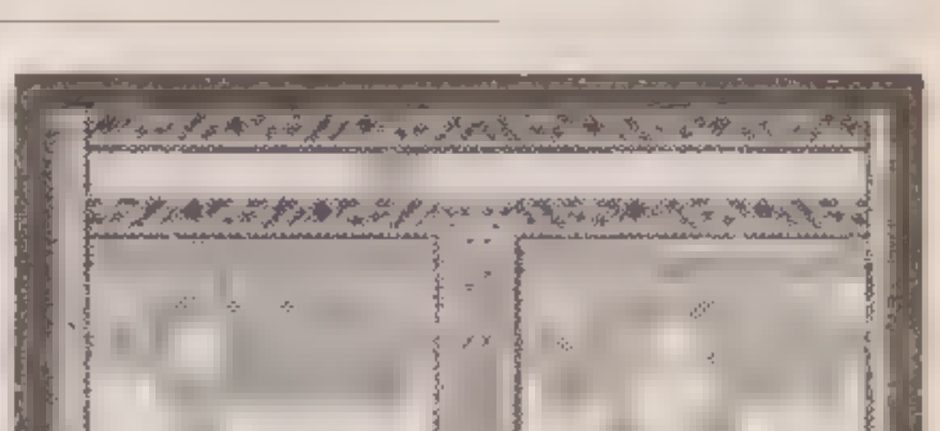


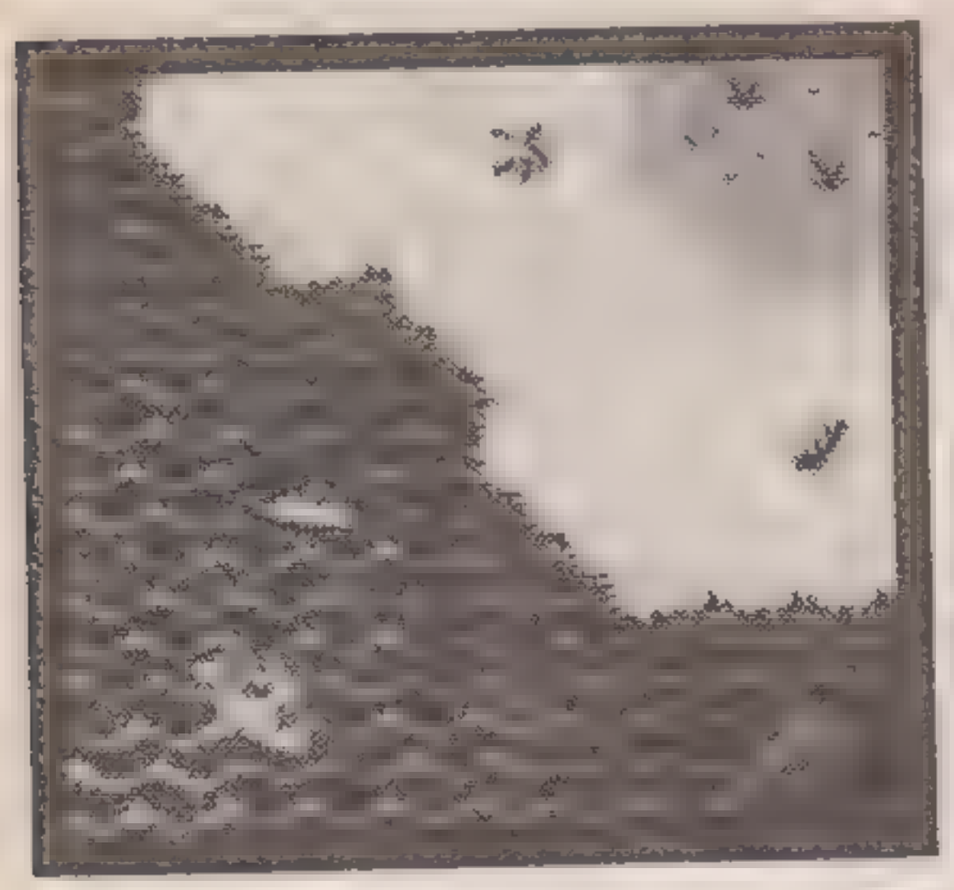
Bust-a-Move 4

From: Acclaim PGB: 6 Colour: Yes

You can't beat the classics. This fourth version of *Bust-a-Move* is an essential buy for Game Boy Color owners, and a slick piece of arcade puzzle action. Make sure you own at least one *Bust-a-Move* game.

4





Conker's Pocket Tales

From: Rare PGB: 6 Colour: Yes

Rare's first self-published effort starts out average, but gets very, very good indeed. An arcade adventure aimed at younger players, there's still plenty here to keep the over-18s amused too.

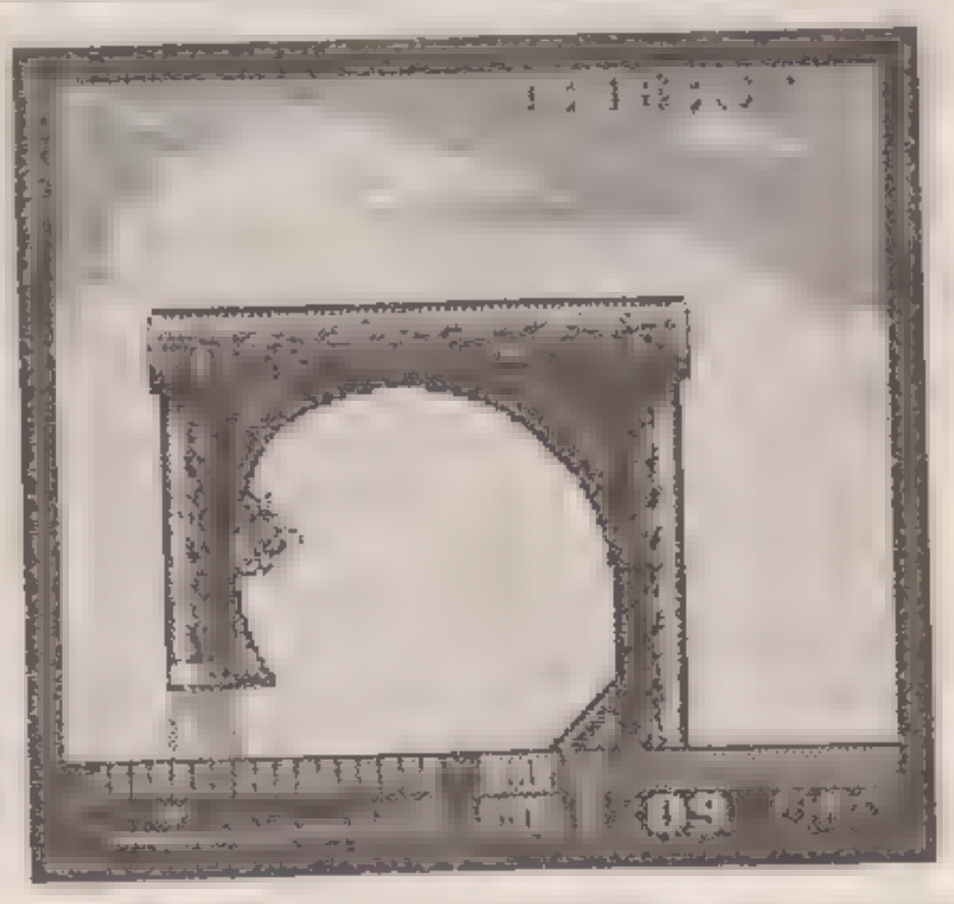
5

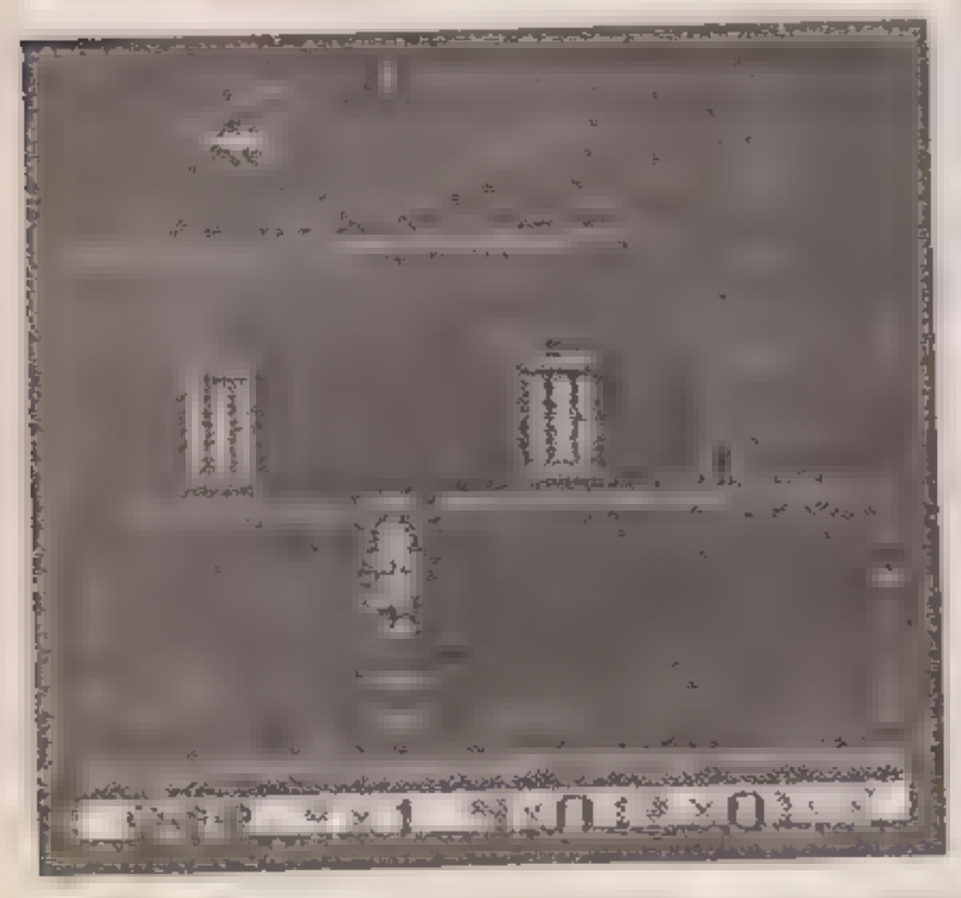
Crazy Bikers

From: [illegible] PGB: [illegible] Colour: [illegible]

A sort of stunt-packed *Excitebike* crammed into a Game Boy cart. With smooth controls, a link-up mode, a track editor and some wild biking action, this comes highly recommended to racing fans.

4





Crazy Castle 4

From: Kemco PGB: 18 Colour: Only

How many *Crazy Castles* can one universe accommodate? The fourth one in the puzzle series is pretty much the same as all the others, with Bugs Bunny collecting keys to earn treasure. Better graphics though.

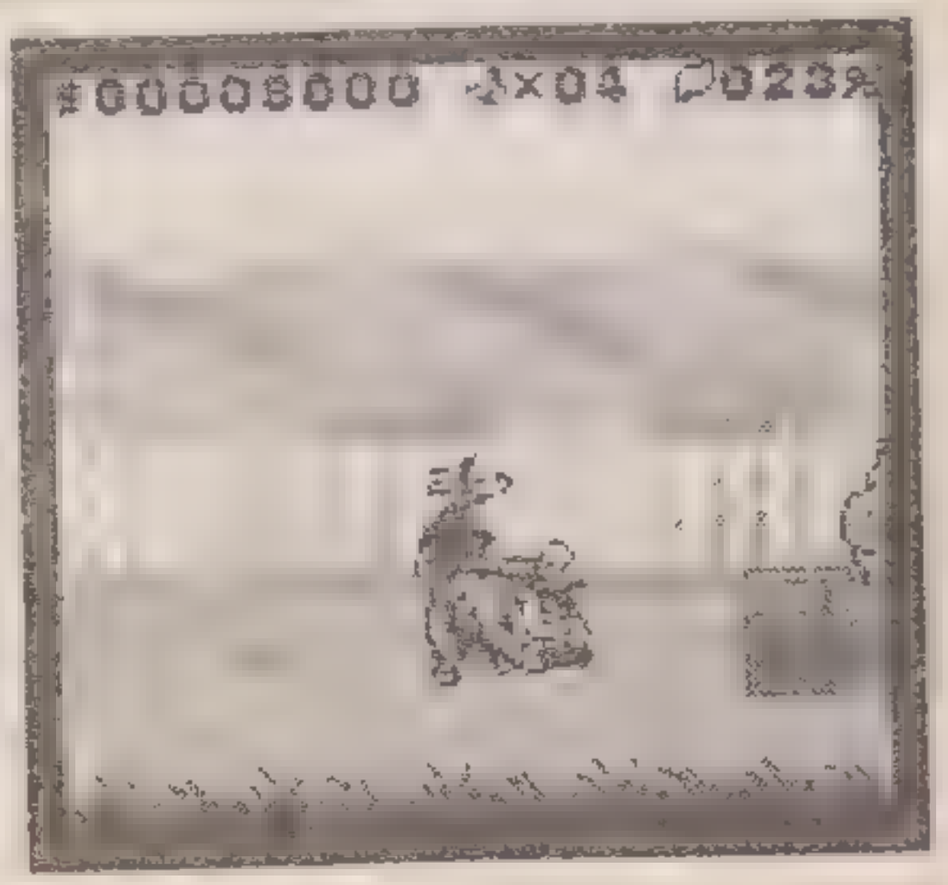
3

Daffy Duck Fowl Play

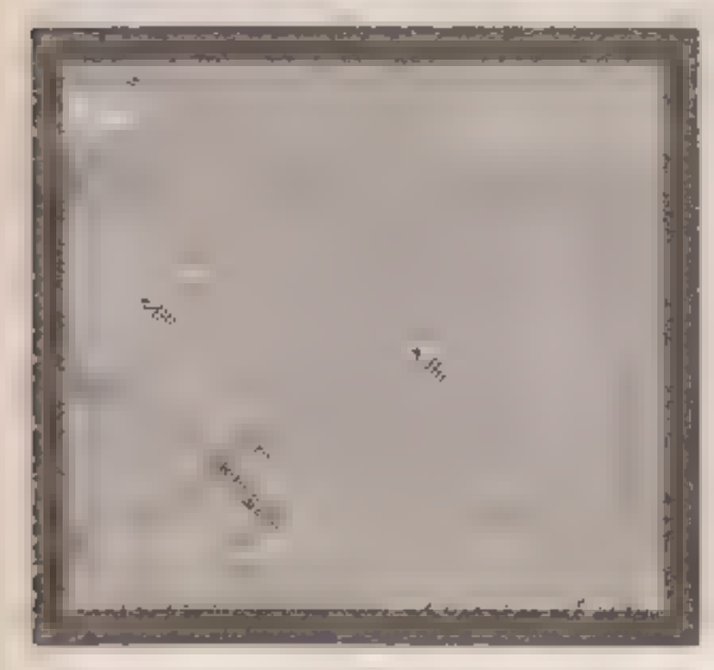
From: Infogrames PGB: 14 Colour: Yes

At last, a platform game which could have been horribly derivative turns out to possess that rare spark of imagination. Use Daffy's bad attitude and unlimited supply of C4 to obliterate the local fauna.

4



David O'Leary's Total Soccer

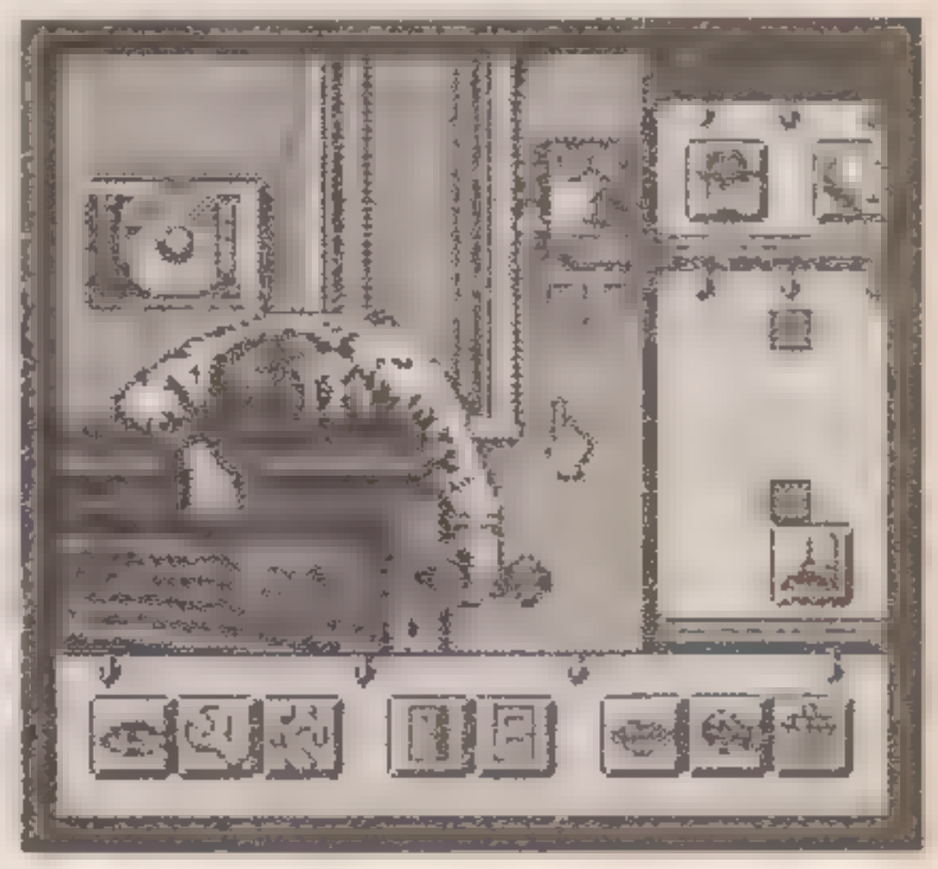


From: Ubi Soft PGB: 11 Colour: Only

Anyone remember the simply brilliant *Sensible Soccer*? The classic footie game returns (in spirit) in this blindingly good Game Boy cart. The only thing wrong with it is it that isn't fast enough, but it still plays the beautiful game, well, beautifully.

4

Déjà Vu I & II

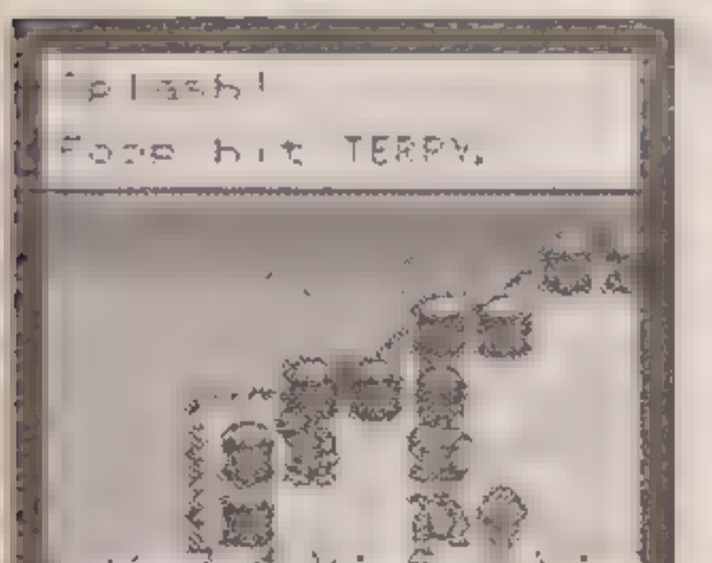


From: Kemco PGB: 14 Colour:

Two very good old point-and-click adventures packaged on a single cart, with an authentic B-movie private eye ambience to the whole shebang. If you feel like you've seen it all before, it's because you have.

4

Dragon Warrior Monsters

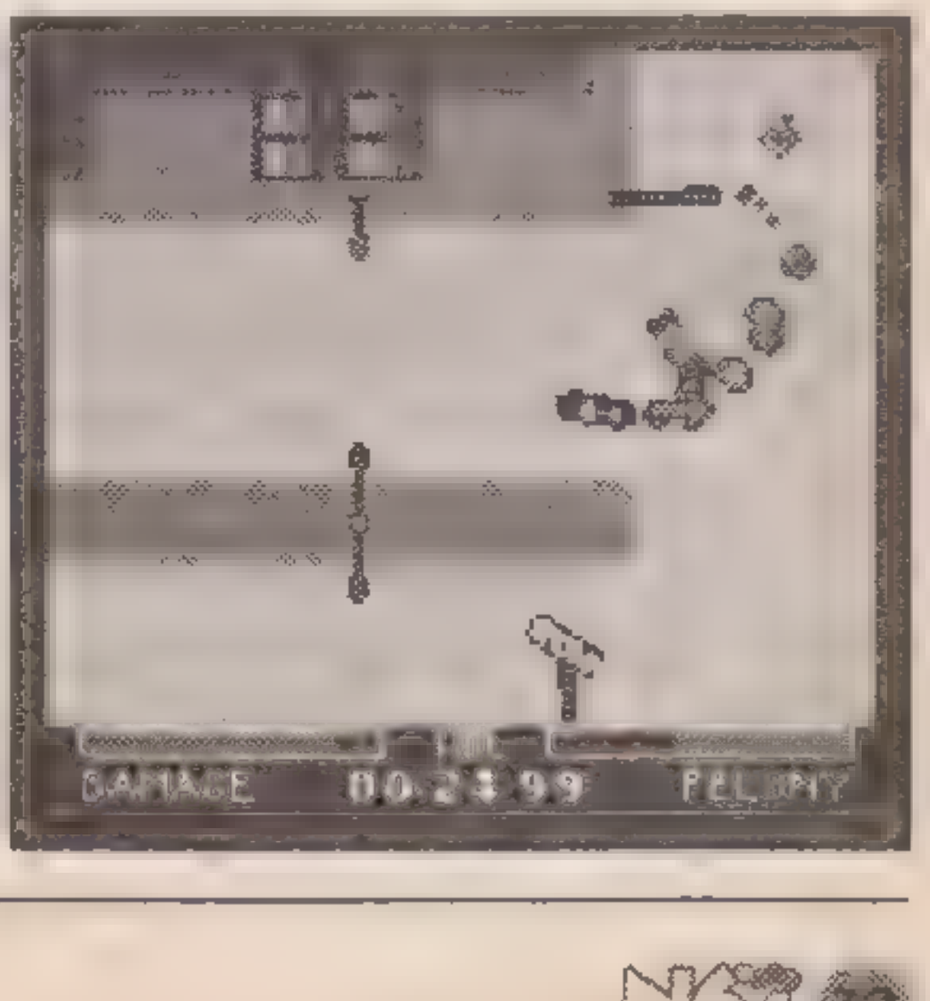


From: Eidos PGB: 13 Colour: Yes

Wowsers. Every company would love to have a crack at Nintendo's massively successful *Pokémon* market, but only this cart comes close to succeeding. If it fails, it is because the monsters therein aren't cute enough, but it's a rip-roaring play.

5

Driver



From: Infogrames PGB: 17 Colour:

If only all GB carts offered this kind of unabashed fun. You get to ram-raid shops, help out in gangland hits, go on scary police chases and break every rule in the book. Perfect handling, a huge challenge. Buy it.

5

Dropzone

From: Acclaim PGB: 5 Colour: Yes

Archer MacLean's *Defender* clone first popped up way back in the days of the Atari 800 and Commodore 64. But you can't keep a good blaster down, and this GB version is very enjoyable indeed.

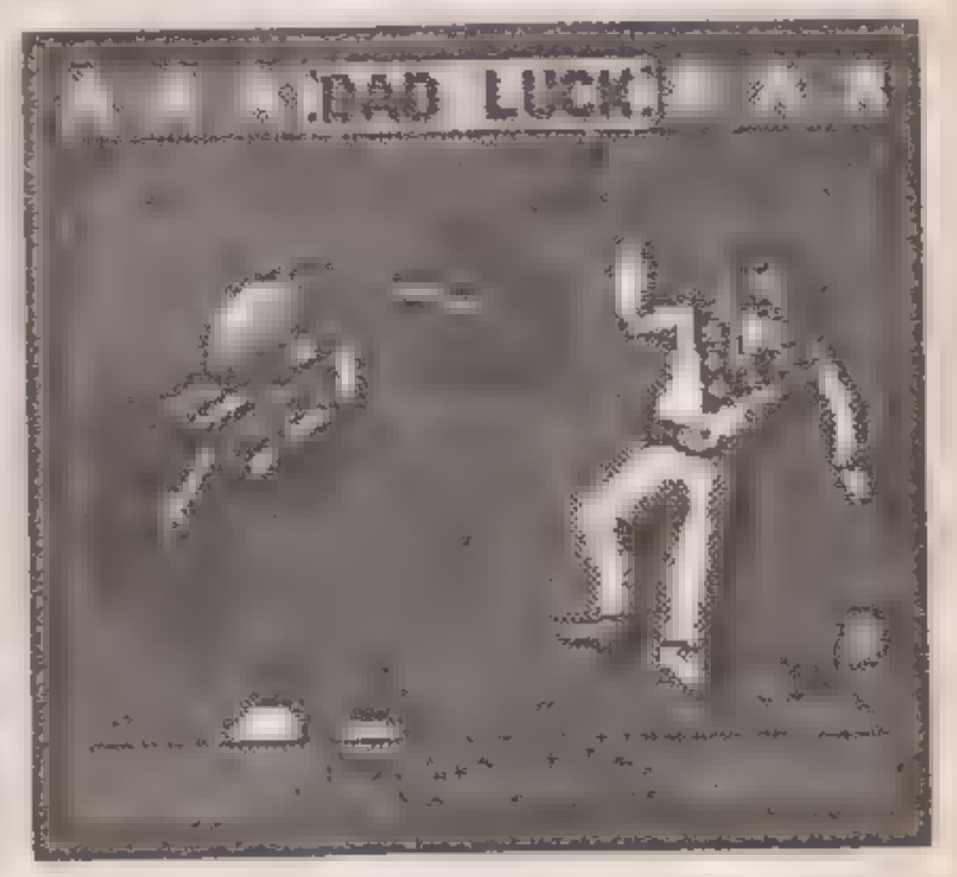
4

Evel Knievel

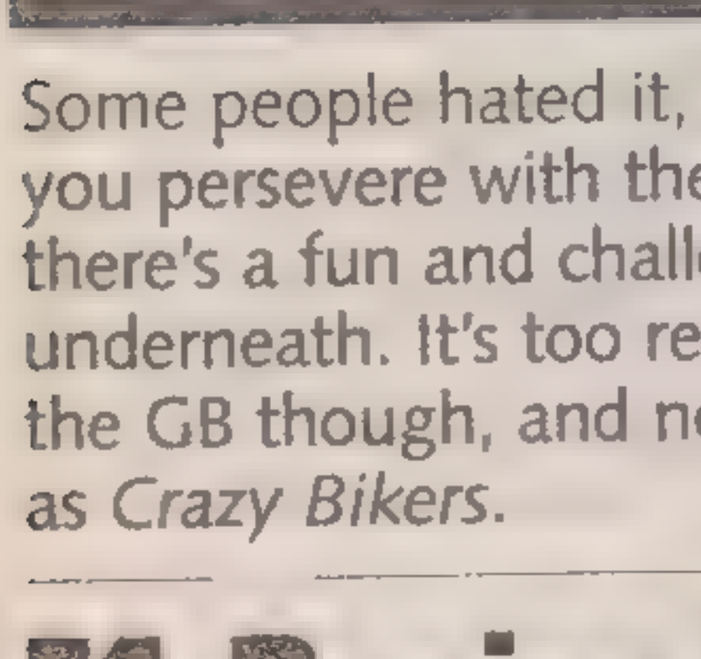
From: Take 2 PGB: 12 Colour: Yes

Some people hated it, but we found that if you persevere with the horrible controls, there's a fun and challenging game underneath. It's too realistic for the GB though, and not as hot as *Crazy Bikers*.

3



F1 Racing Championship



From: Ubi Soft PGB: 15 Colour: Only

Plumping for the full simulation route has proved disastrous for Game Boy racers in years gone by, but this Formula One effort pulls it off with no trouble at all. Fiddle with your car's settings, shunt Schumacher, and watch those mirrors.

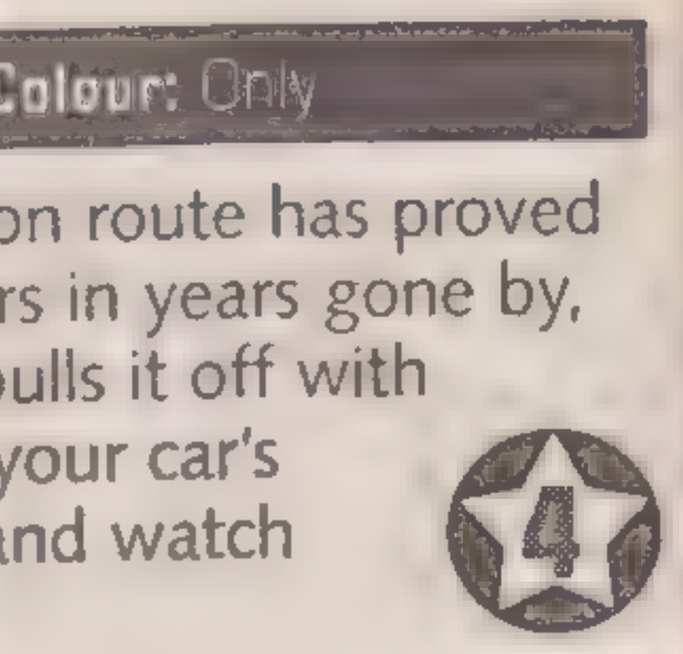
4

Final Fantasy Adventure

From: Square PGB: 3 Colour: No

An action RPG formerly known as *Mystic Quest* and a prequel to the amazing SNES game *Secret of Mana*. Don't hesitate to snap it up if you're lucky enough to spot a copy hidden away somewhere in your local videogame store.

4



Final Fantasy Legend

From: Square PGB: 3 Colour: No

Primitive but enjoyable RPG in which your party seeks paradise at the top of a monster-infested tower. Each level of the tower contains a new world, breaking the story into bite-size chunks.

3

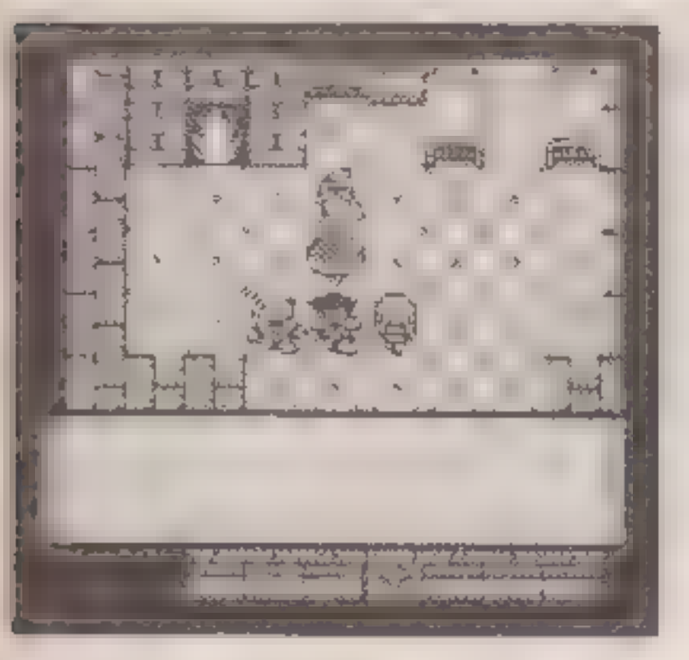
Final Fantasy Legend II

From: Square PGB: 3 Colour: No

Arguably the best role-playing game available for the Game Boy, with an absorbing plot and a combat system that has been polished until it simply shines. Fans of Square's epic *FF* series should consider this episode an essential GB purchase.

5

Final Fantasy Legend III



From: Square PGB: 3 Colour: No

The third and final instalment isn't quite as satisfying as the second part, but the complex storyline (involving time travel) and improved graphics certainly make it more like one of the modern *Final Fantasy* games you'll come across.

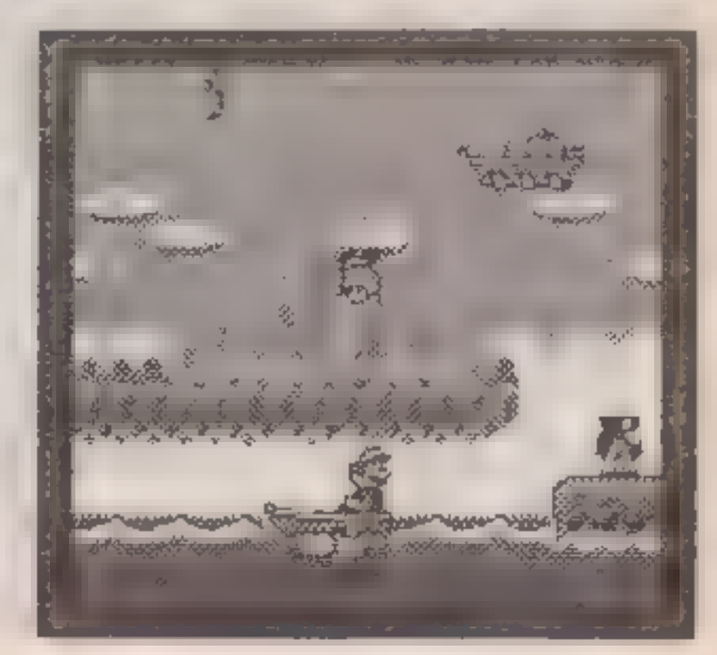
4

Game & Watch Gallery 2

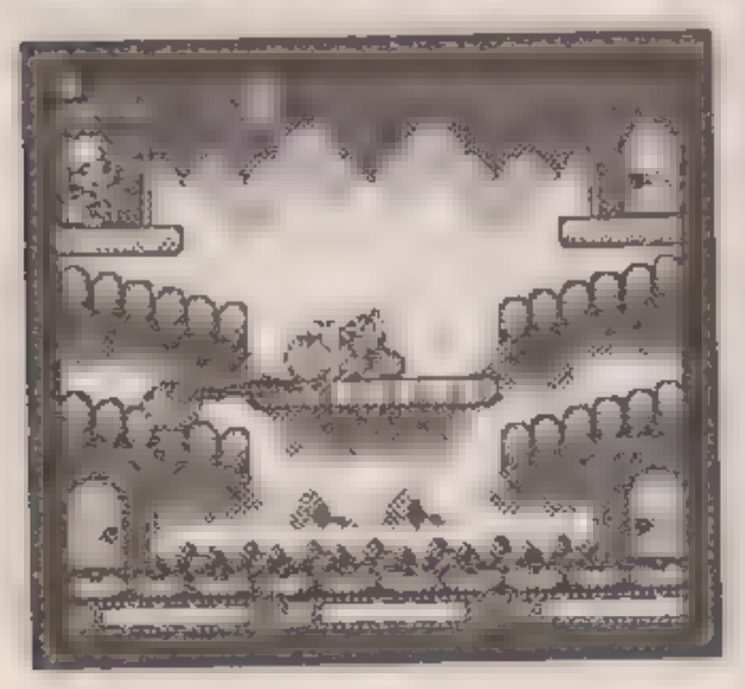
From: Nintendo PGB: 1 Colour: Yes

Hey there folks – it's retro gaming time! You get five complete *Game & Watch* titles presented in classic LCD-alike style, accompanied by snazzy modern updates of 'em, too. The games are *Parachute*, *Chef*, *Helmet*, *Vermin* and *Donkey Kong*. Very addictive.

4



Game & Watch Gallery 3



From: Nintendo PGB: 17 Colour: Yes

More retro fun, this time featuring *Egg*, *Green House*, *Turtle Bridge*, *Mario Bros* and *Donkey Kong Jr*. A handy auto-save option means you can switch off your machine at any time and come back to a game whenever you want to.

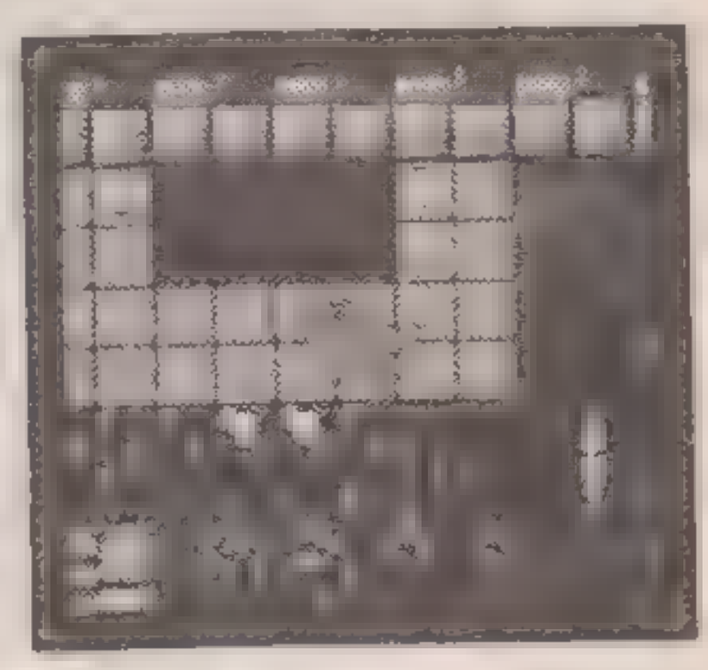
4

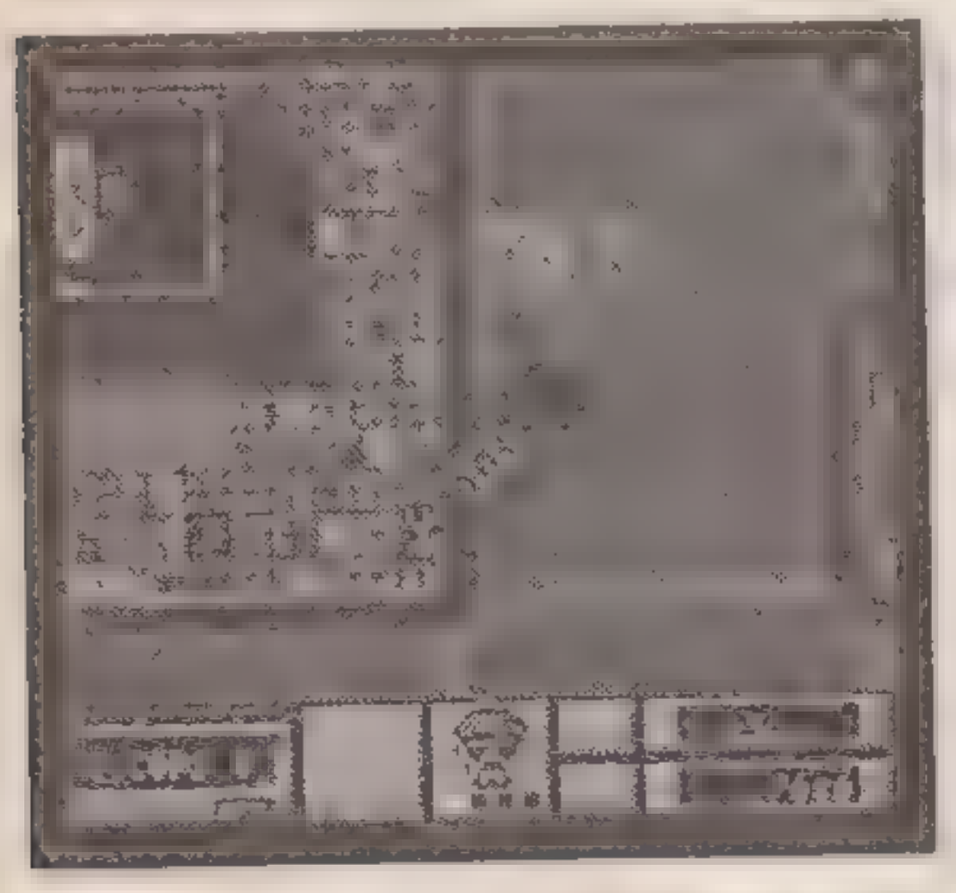
Gex: Deep Cover Gecko

From: Eidos PGB: 11 Colour: Yes

Despite being pretty much an unmitigated disaster in his two N64 outings, the loathsome Gecko makes a reasonably good platform star on the more limited Game Boy. So put aside your prejudices – just watch that lizard leap.

3





Grand Theft Auto

From: PGB: Colour:

An incredibly ambitious attempt at porting every aspect of a huge PC title to the Game Boy. And, by and large, it works a treat. This is *GTA*, and you can play it on the train, on the bus or anywhere. Ace!

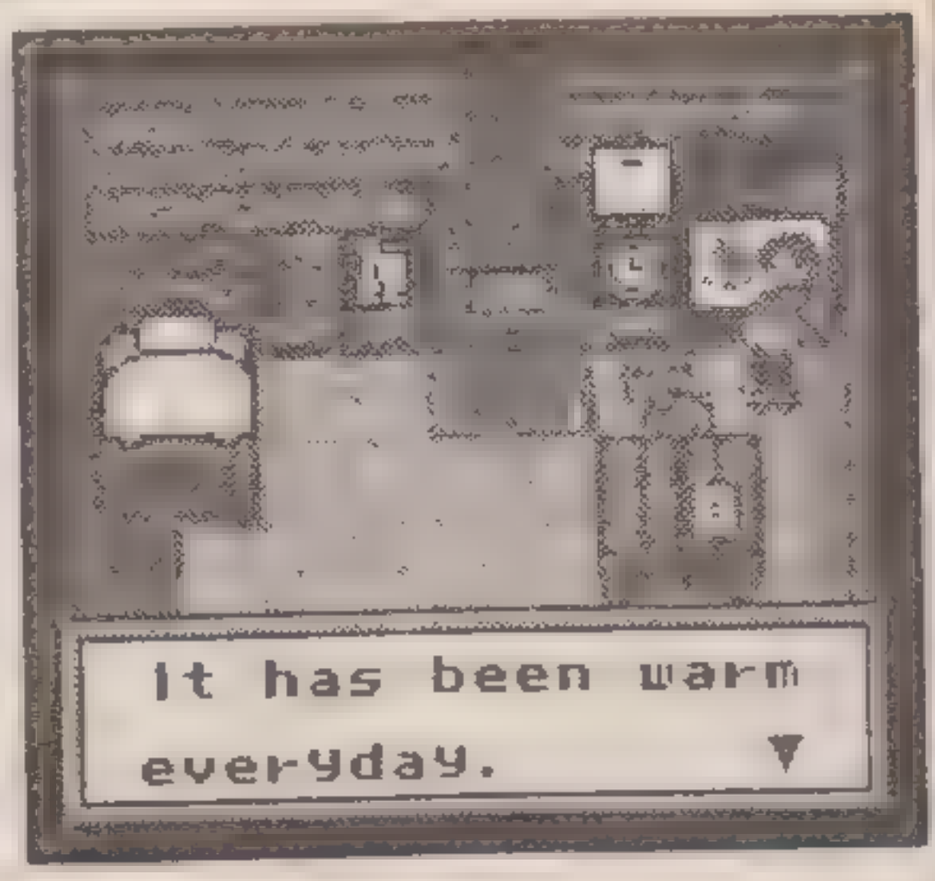
4

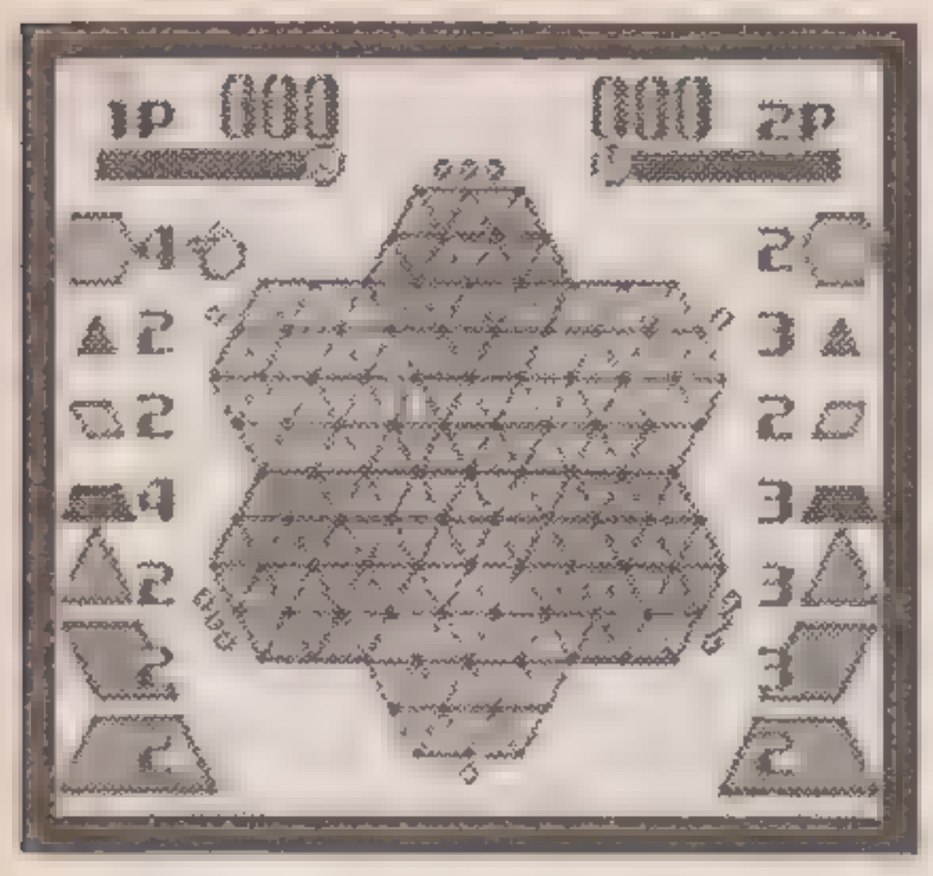
Harvest Moon

From: Natsume PGB: 2 Colour: Yes

No time to play games when you've got a farm to run. Plant seeds, rear animals and make your ranch a success in this superb RPG. The dating game from the N64 version is missing, but it's still essential stuff.

5





Hexcite

From: Ubi Soft PGB: 2 Colour: Yes

If you've tried to get your head around the confusing board game Kensington while under the influence of a couple of Christmas sherries, you'll know what this puzzle game feels like. Good but slightly painful.

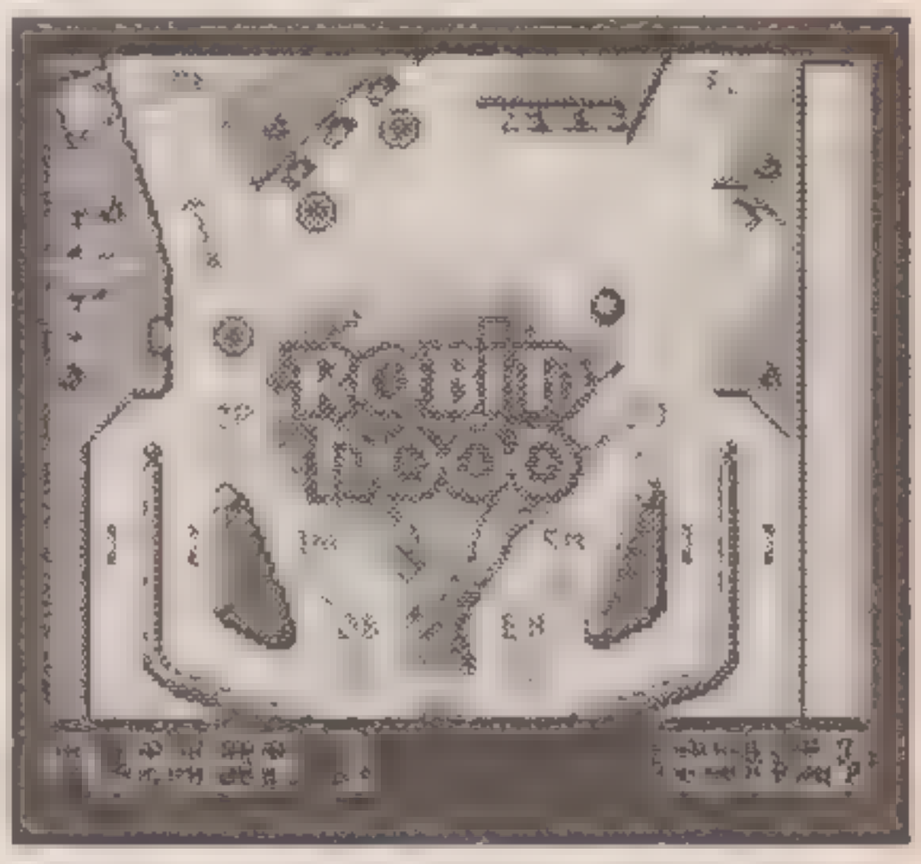
3

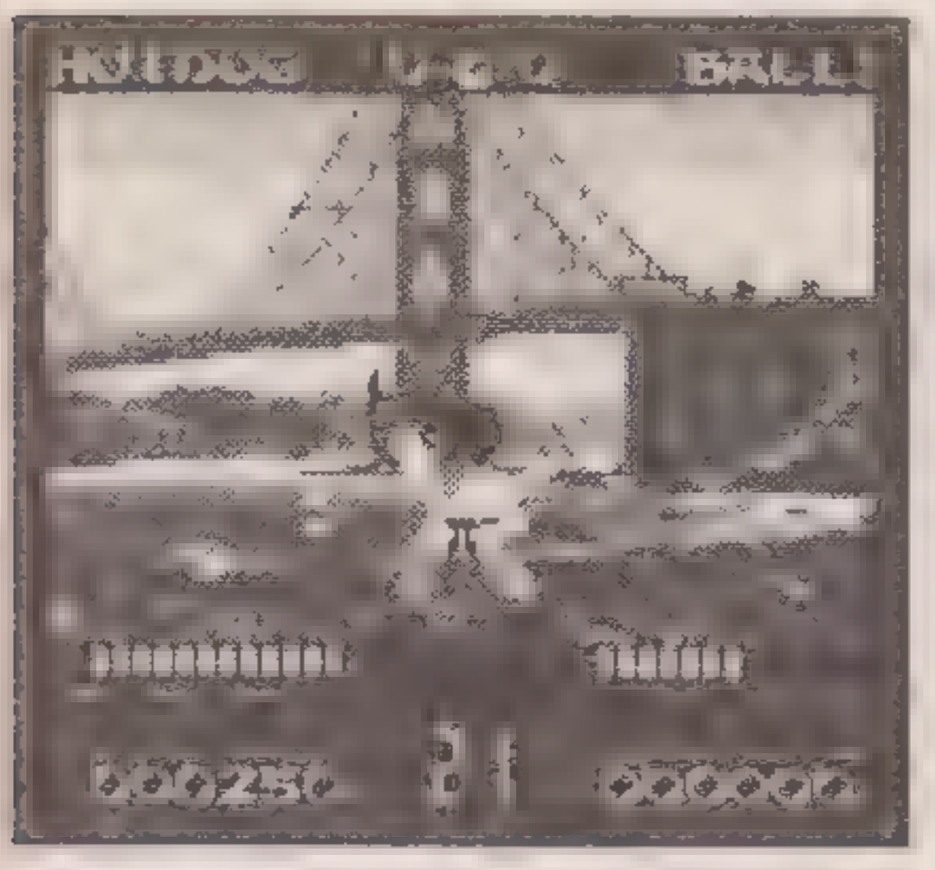
Hollywood Pinball

From: Take 2 PGB: 4 Colour: Yes

Let's think for a moment. The Game Boy possesses the two best pinball titles ever made on any system. Ever. *Hollywood Pinball* offers lots of tables, all of them crap. Where should we spend that £25?

2





IK 2000

From: Stu[illegible] 3 PGB: 17 Colour: Yes

Beat-'em-ups aren't the Game Boy's forte. We've always left that sort of thing to the late, lamented Neo Geo Pocket. But this '80s throwback plays to the GB's strengths, and puts up a fantastic fight.

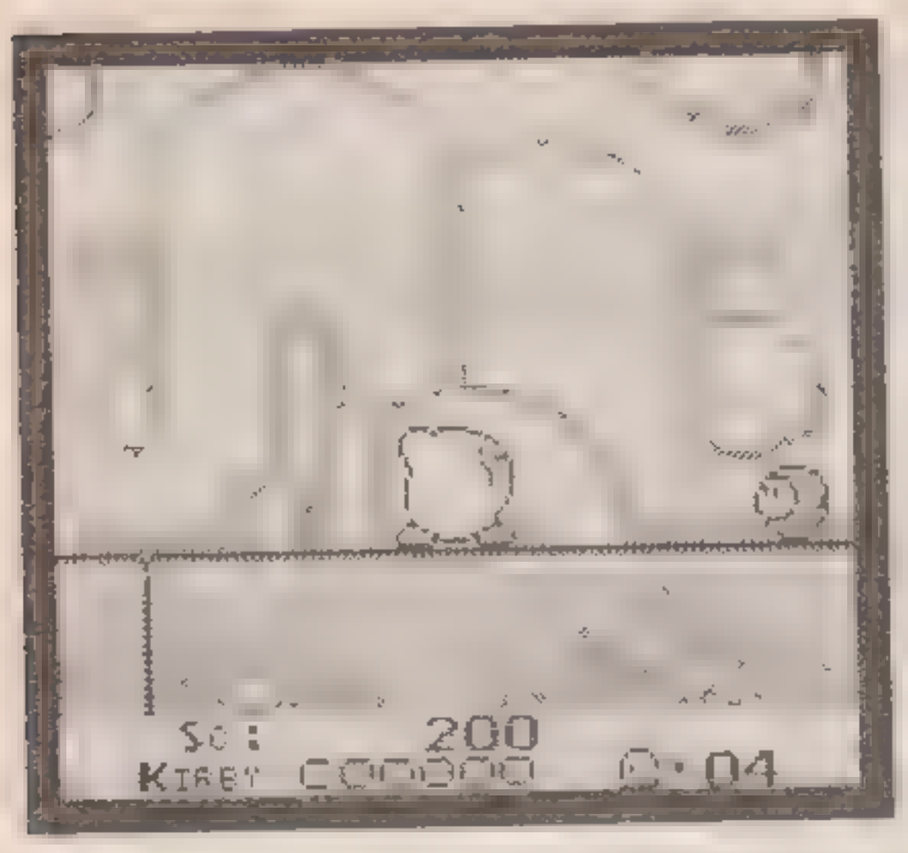
4

Joust / Defender

From: Midway PGB: 4 Colour: Yes

Two immortal arcade games from almost 20 years ago, preserved in tear-jerkingly perfect form by Digital Eclipse's code geniuses. *Defender* is still one of the best blasters around, and *Joust* is still super playable.

4



Kirby's Dream Land

From: Nintendo PCB: 14 Colour: No

Cast Kirby's half-arsed N64 effort from your mind, and think back to the past. This early mono Kirby game is a thing of wonder, boding well for the forthcoming *Kirby's Tilt 'n' Tumble*. Oh yes indeed.

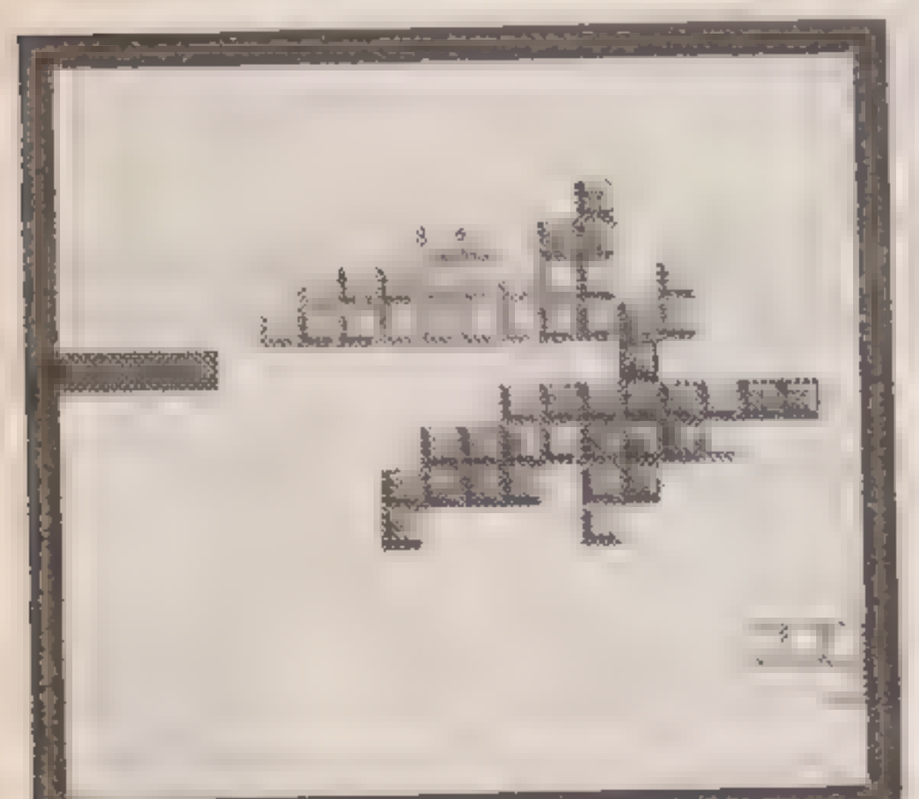
5

Kirby's Pinball Land

From: Nintendo PCB: 2 Colour: No

Fighting hard for the crown of World's Best Pinball Game, this sweet little mono effort innovates by dividing the table into multiple sections, each with its own flippers. Bosses, bonuses and secrets abound.

5



Klustar

From: Infogrames PCB: 1 Colour: Yes

What *Tetris* would have been like if it had been conceived in zero gravity. The pieces fall from all sides of the screen, gathering around a tiny central pivot. It's even more difficult than it sounds.

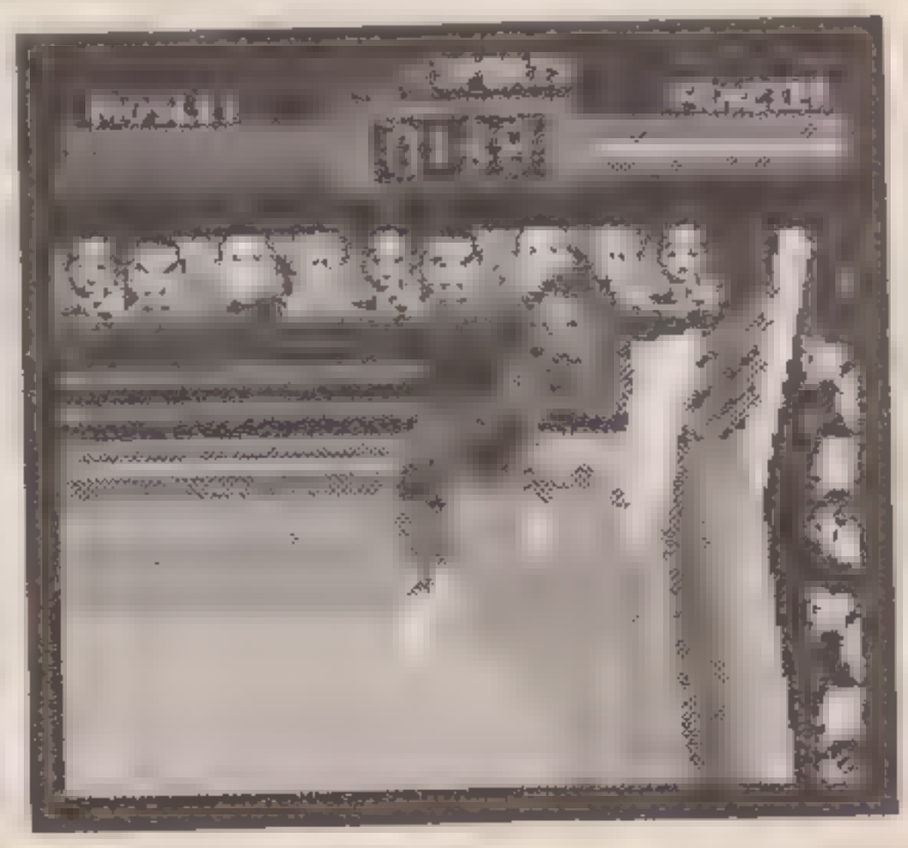
3

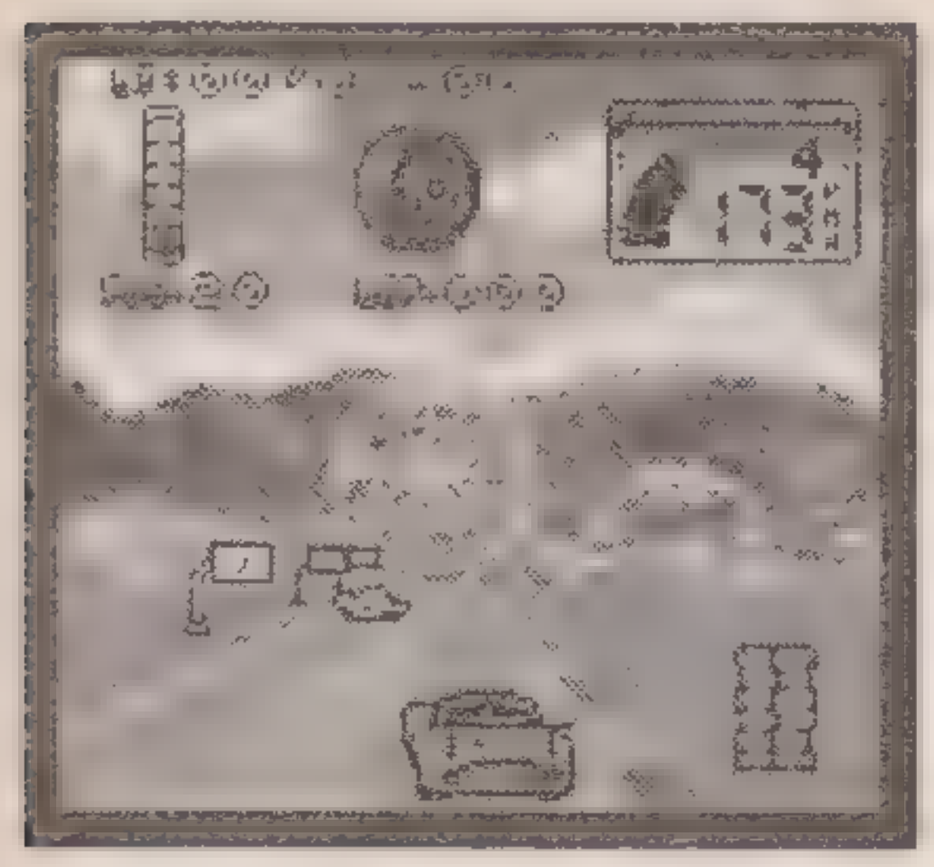
Knockout Kings

From: EA PCB: 14 Colour: Only

One of the few titles that manages to exploit the Game Boy Color's extra power. Very fast boxing, digitised characters, clear speech and a highly enjoyable link-up mode make this the GB's best fighting game.

4





Le Mans 24 Hours

From: games PGB: 18 Colour: Only

A fairly realistic sim that thankfully stops short of forcing you to play a full 24-hour race. It's way too hard to keep the car on the road, although selecting the arcade option makes things much simpler.

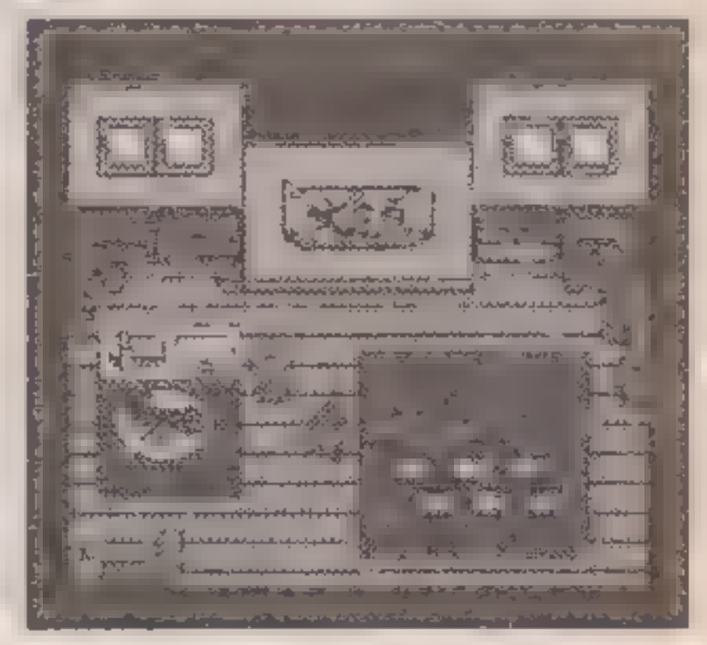
3

Legend of the River King

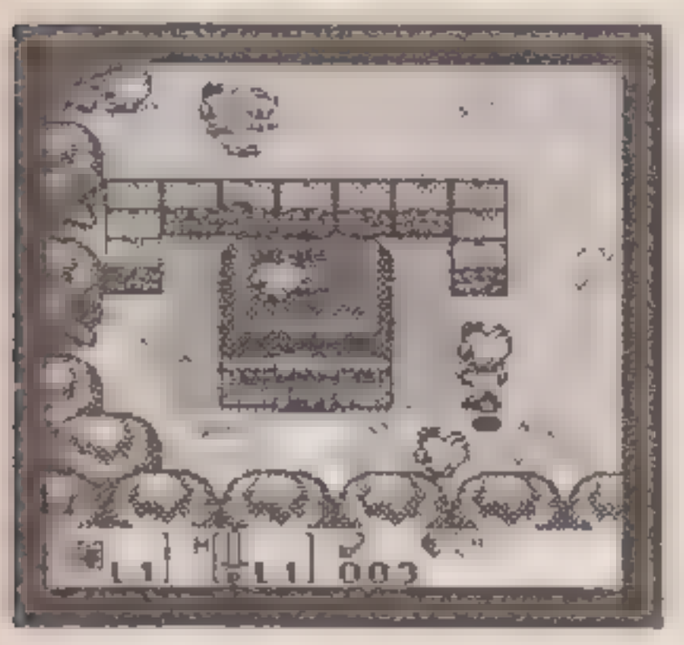
From: Nintendo PGB: 7 Colour: Yes

Your sister has caught a serious illness and the only thing which can save her is the legendary Guardian Fish. So get out there and catch it for her in this classy combination of fishing game and RPG. A sequel is due to come along soon.

5



Legend of Zelda: Link's Awakening DX



From: Nintendo PGB: 1 Colour: Yes

Reckoned by some to be the second-best *Zelda* game, this colour update adds a new dungeon and a secret photo option to Link's quest to wake the Wind Fish. A truly essential purchase for any self-respecting Game Boy owner.

5

Looney Tunes

From: [illegible] PGB: [illegible] Colour: [illegible]

Lovely to look at, despite featuring the abominable Tweety Pie, this Looney Tunes title improves on the standard platform formula by adding a shoot-'em-up starring, of all things, a pig in an aeroplane.

4

Lucky Luke

From: Infogrames PGB: 6 Colour: Only

Lucky Luke is one of those cartoon characters the French adore and the rest of the world fail to find appealing. Luckily for the Gallic cowboy, the game is a lot more attractive than his ugly hillbilly face.

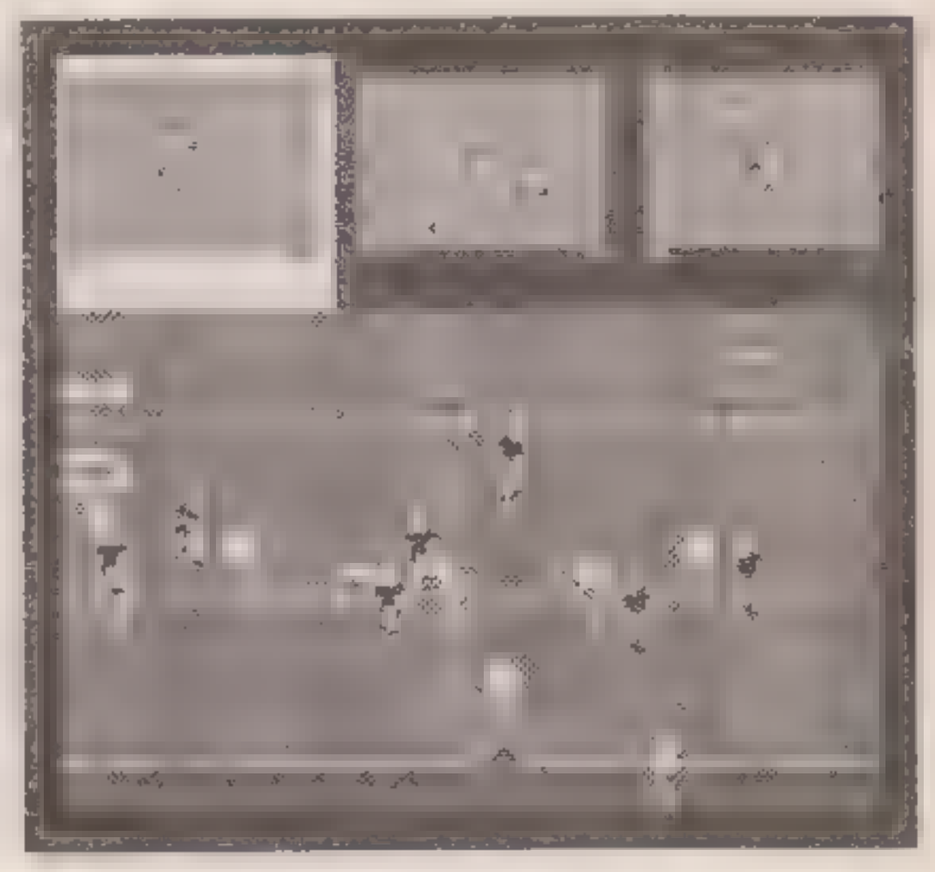
4

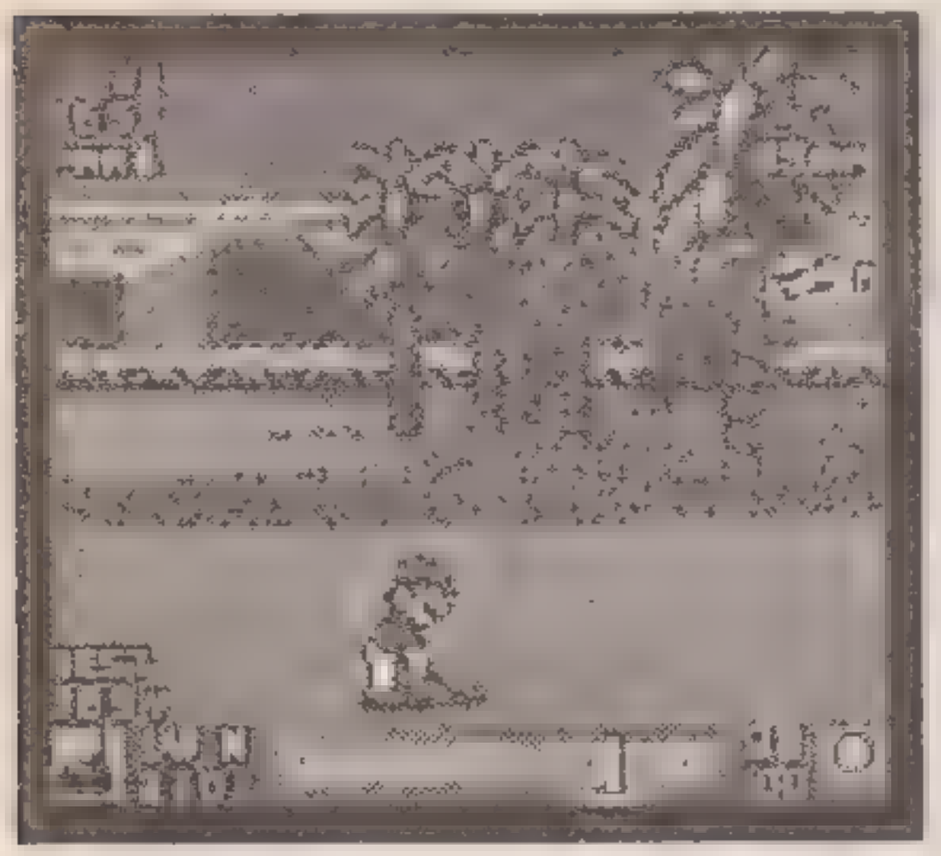
Madden NFL 2000

From: THQ PGB: 9 Colour: Yes

America's favourite sport lands on the Game Boy and proves to be a lot more fun than we expected. It doesn't have the depth of the N64 version but it's the best handheld gridiron game you can buy.

3





Mario Golf

From: Nintendo PGB: 11 Colour: Only

Splendid portable RPG version of the N64 classic that actually links up with its big brother via the Transfer Pak. Create a golfer on the Game Boy, then load him into the N64 to take on Mario's gang in 3D.

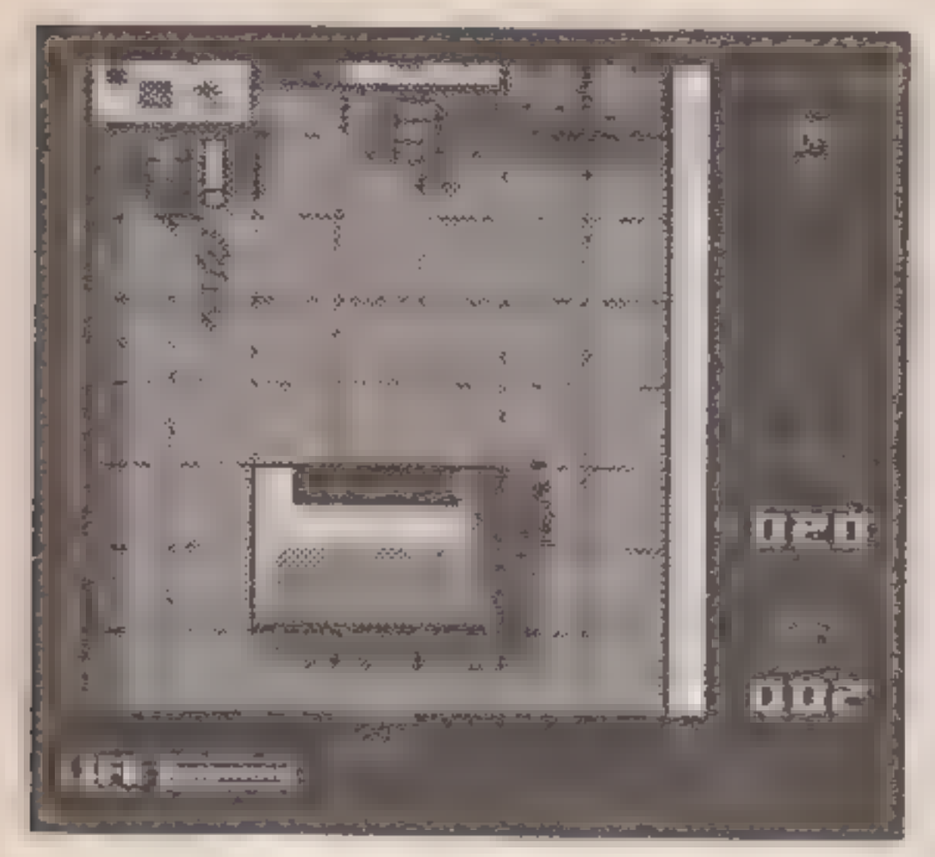
5

Martian Alert

From: Infogrames PGB: 8 Colour: Only

Infogrames attempted to create a Looney Tunes equivalent of *Pokémon*. That isn't quite how the game turned out, but it's excellent anyway. Loads of playable characters and some infra-red two-player games too.

4



Metal Gear Solid

From: Konami PGB: 16 Colour: Only

A staggeringly good tale of secret agents and espionage, with intuitive stealthy gameplay and absolutely loads to see and do. There are zillions of VR training missions and a top two-player mode as well.

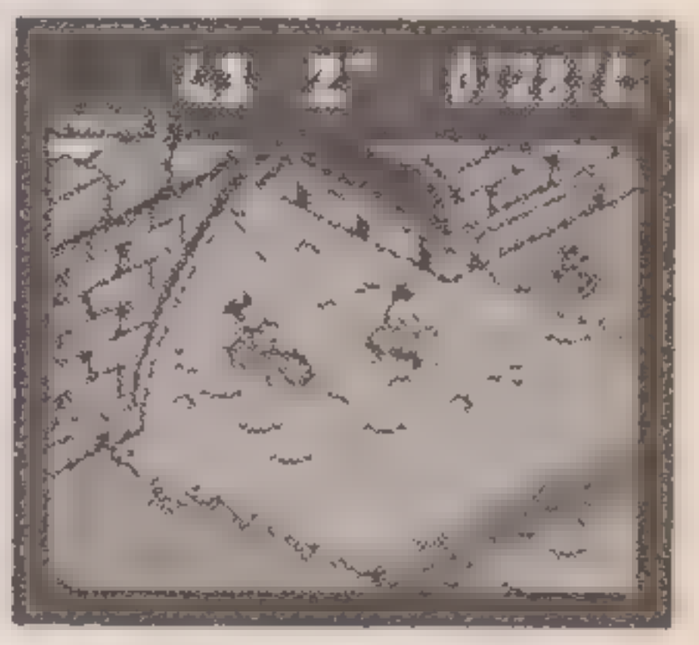
5

Mickey's Racing Adventure

From: Nintendo PGB: 13 Colour: Only

A racer in the style of *RC Pro Am*, in the company of Mickey Mouse and his sickly gang. The adventure part involves a little too much walking around, although you might discover a few bonus games along the way.

4



Micro Machines Turbo Tournament

From: THQ PGB: 15 Colour: Only

This top-value cart contains the first two complete *Micro Machines* games. It looks great and the various vehicles are loads of fun to drive. *MMTT* sadly lacks a link mode, although two players can huddle together and share one Game Boy.

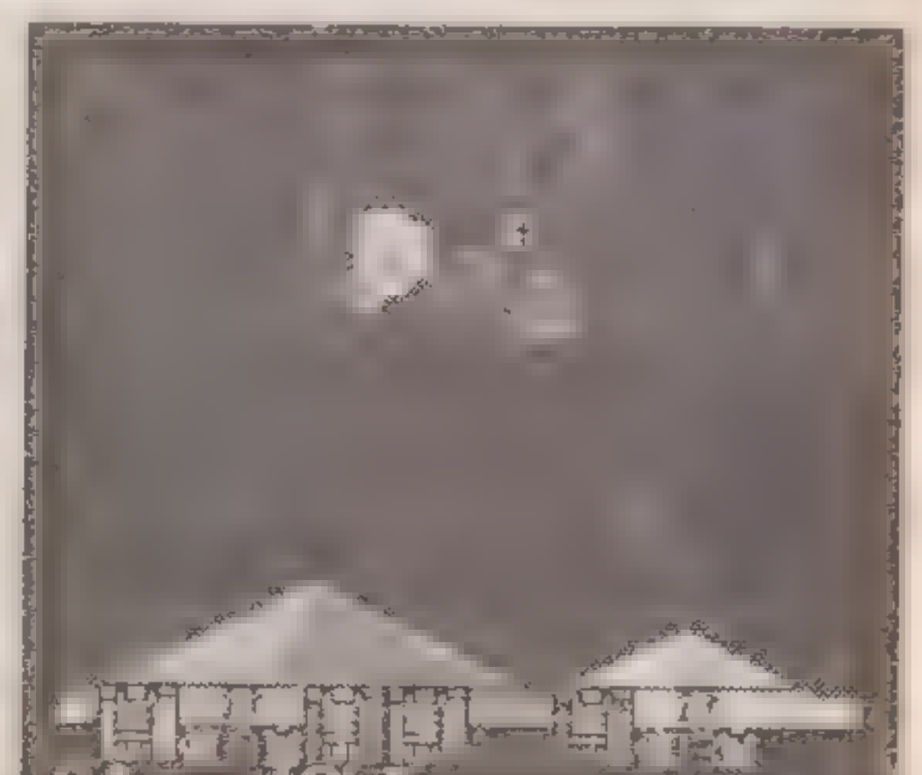
4

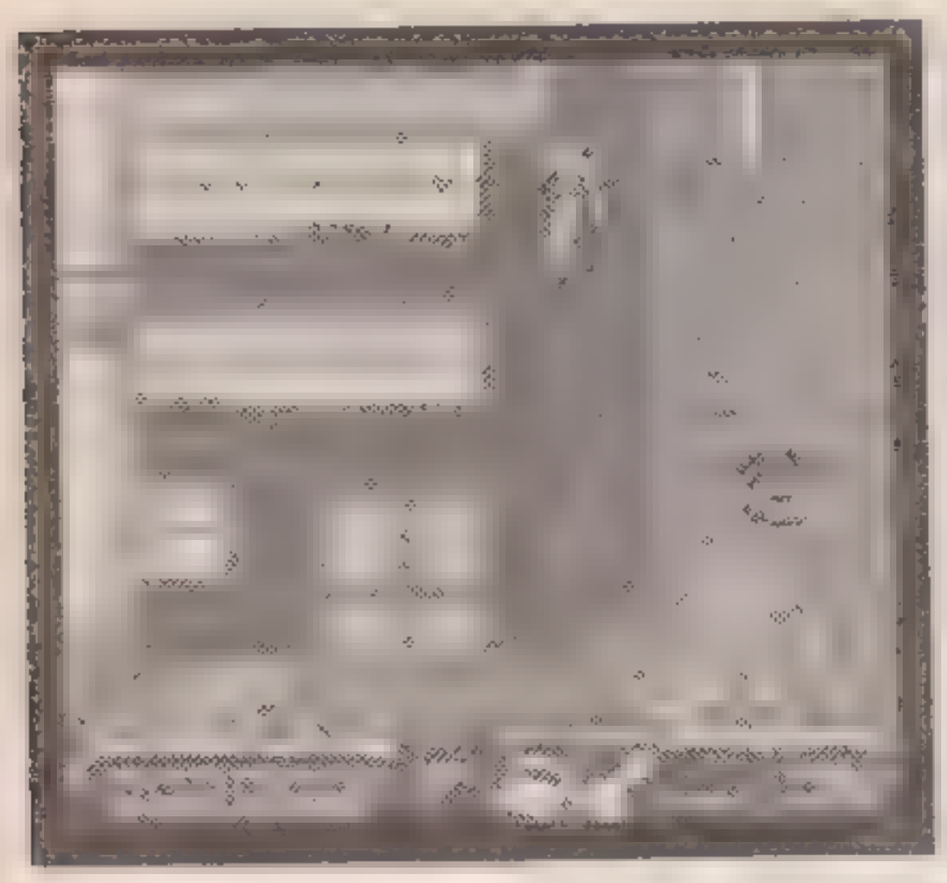
Missile Command

From: Atari PGB: 12 Colour: Only

A tense and scary '80s arcade machine translated into a garish and dull Game Boy shooter. Without the trackball control from the coin-op, the whole thing is rendered rather pointless.

2





Mission: Impossible

From: Infogrames PGB: 11 Colour: Only

Looks pretty basic compared to *Metal Gear Solid* but at least this Tom Cruise-free movie adaptation isn't as disappointing as the N64 version. Can be programmed to change channels on your TV – honestly!

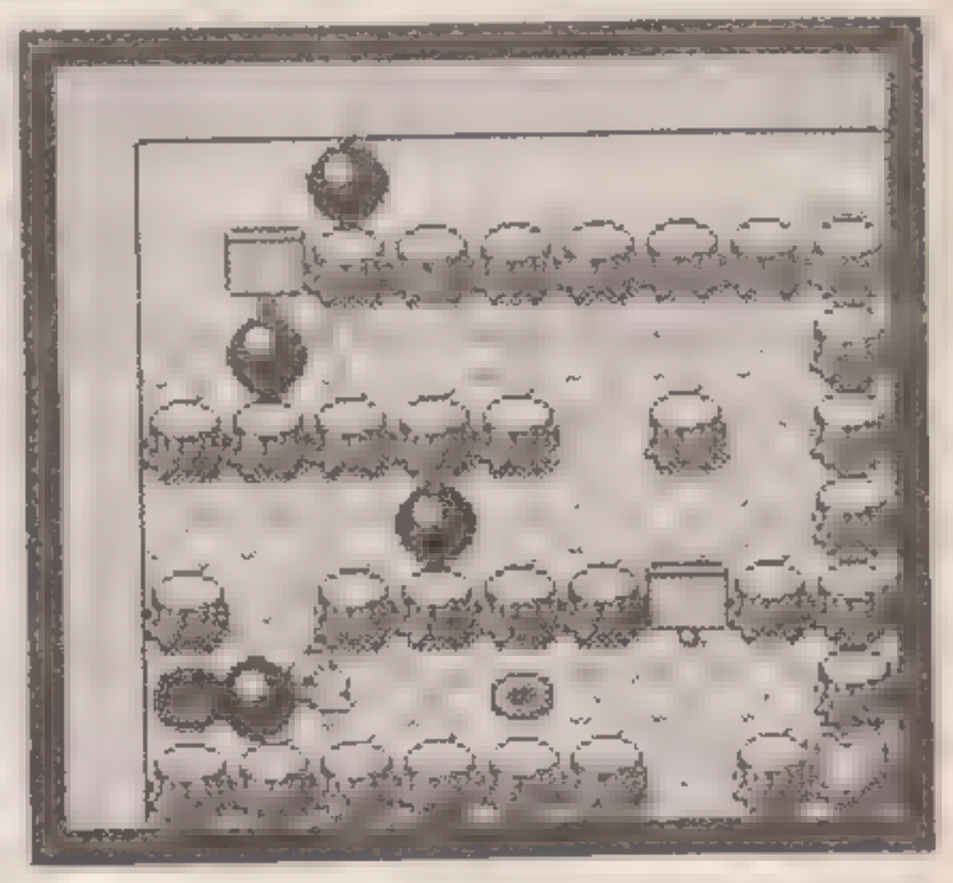
3

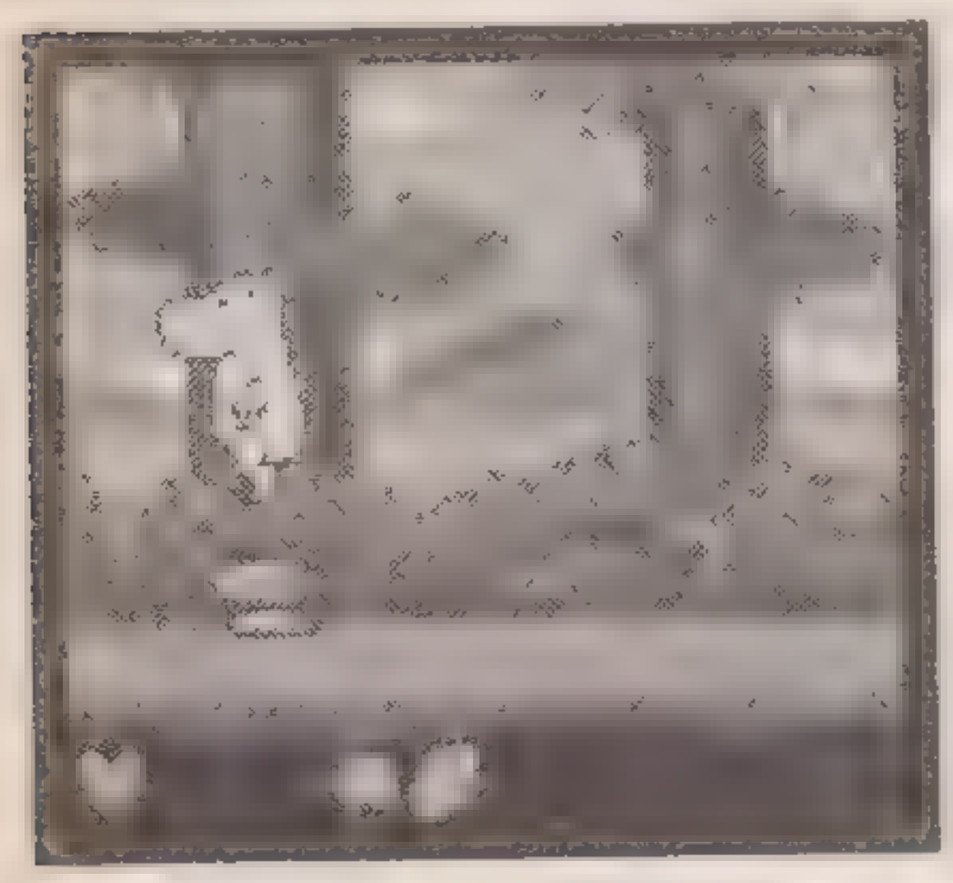
Molemania

From: [illegible] PGB: [illegible] Colour: [illegible]

A refreshingly original puzzle game starring a shades-wearing mole. Navigate mazes above and below ground on the same screen – not nearly as confusing as it sounds, and filled with cool Nintendo touches.

4





Moomin's Tale

From: Swaksoft PGB: 19 Colour: Yes

The unbearably cute hippo-alike embarks on all sorts of bizarre quests, including one to recover a lost hankie, in this varied platformer. It's aimed at younger players, but don't let that put you off if you're over ten.

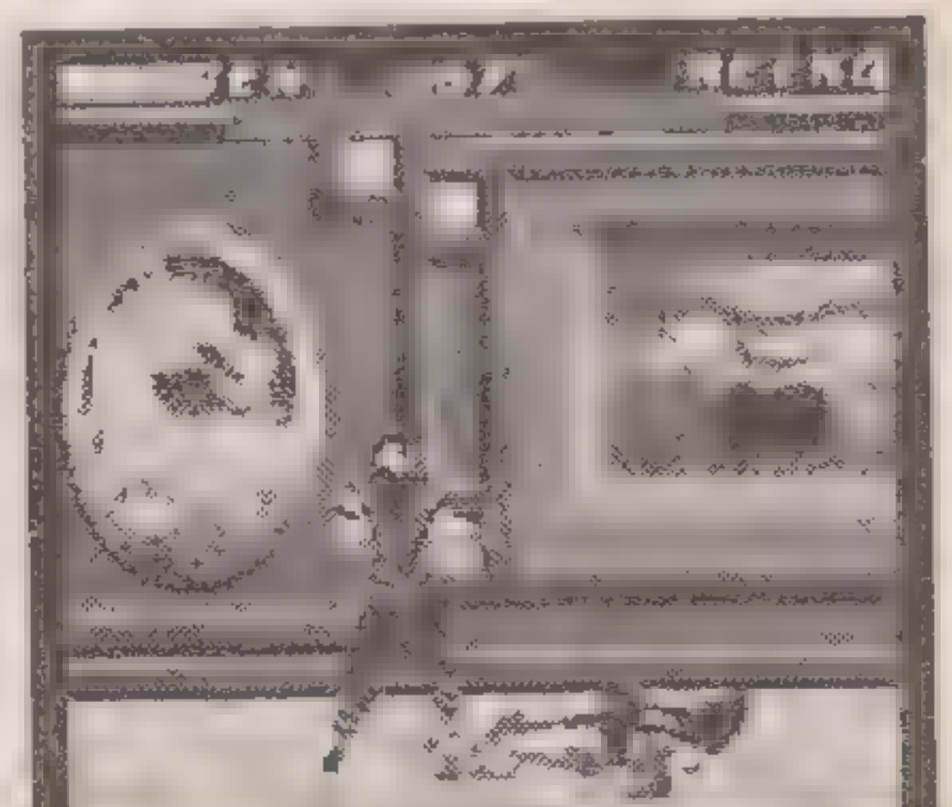
4

Mortal Kombat 4

From: Midway PGB: 1 Colour: Yes

Abysmal beat-'em-up that bears little resemblance to the popular arcade fighting series. The graphics are dire, the gameplay is slow, there are too few moves and the fatalities are all grainy video clips.

1



Ms Pac Man

From: Acclaim PGB: 11 Colour: Yes

Vintage arcade conversion. You can tell that it's the female version of Pac Man because she wears lipstick and sports a red bow atop her hairless head. Also features the inferior *Super Pac Man* as a bonus game.

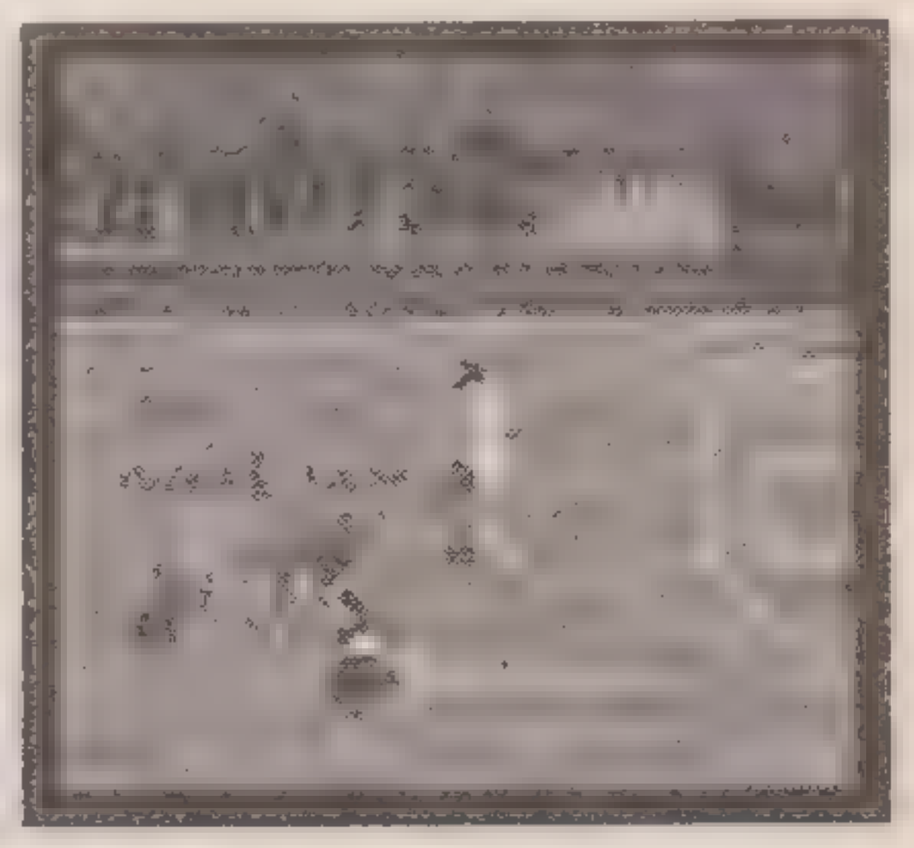
4

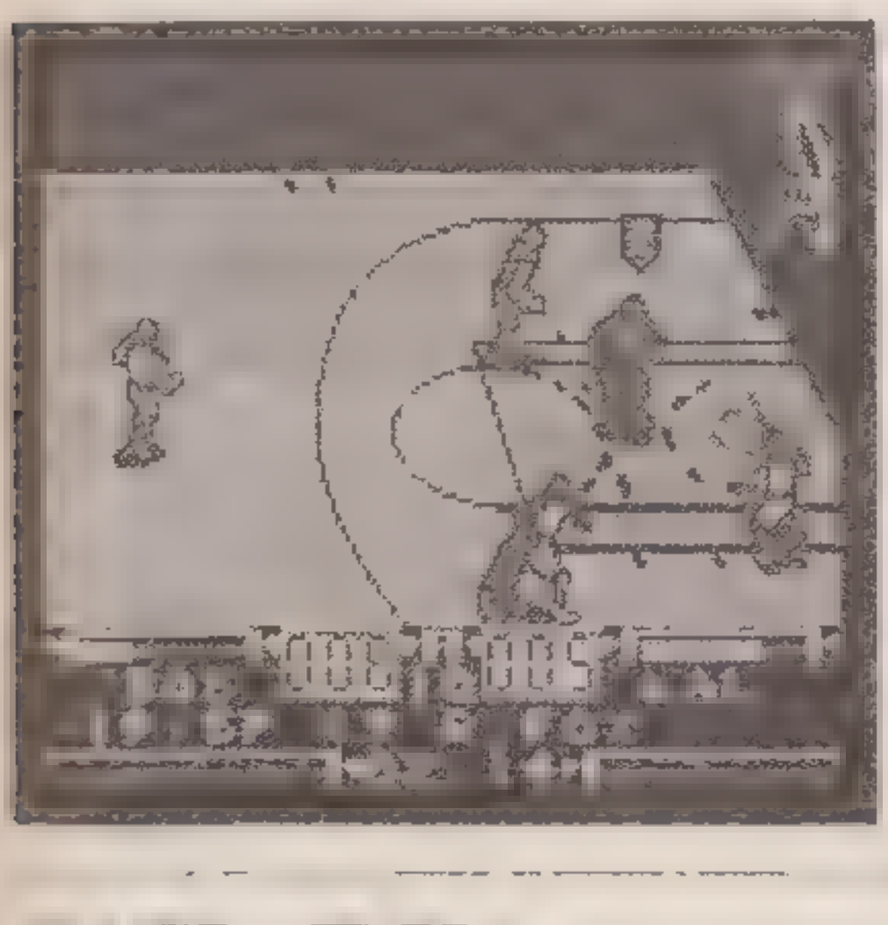
NBA Jam

From: Acclaim PGB: 3 Colour: Yes

Super slam dunks and gravity-defying moves feature prominently in this arcade-style two-on-two hoop game. It's a shame that the graphics aren't up to much, but it's enjoyable in short bursts.

3





NBA Pro '99

From PGB Colour

More players on the screen equals a lot of sprite flickering, which is annoying because this could have been a top basketball sim. As it stands, *NBA Pro '99* is a viable, more realistic alternative to *NBA Jam*.

3

NFL Blitz

From PGB Colour

Probably the ugliest thing ever to defile the Game Boy Color, this heinous excuse for a gridiron game is as close to unplayable as you can possibly get. Under no circumstances should you touch a copy.

1

Oddworld 2

From: Infogrames PGB: 19 Colour: Yes

Slightly improved version of Abe's mystifying adventures, this time with full colour support. It still looks messy though, and the controls are badly thought out. More annoying than it is enjoyable.

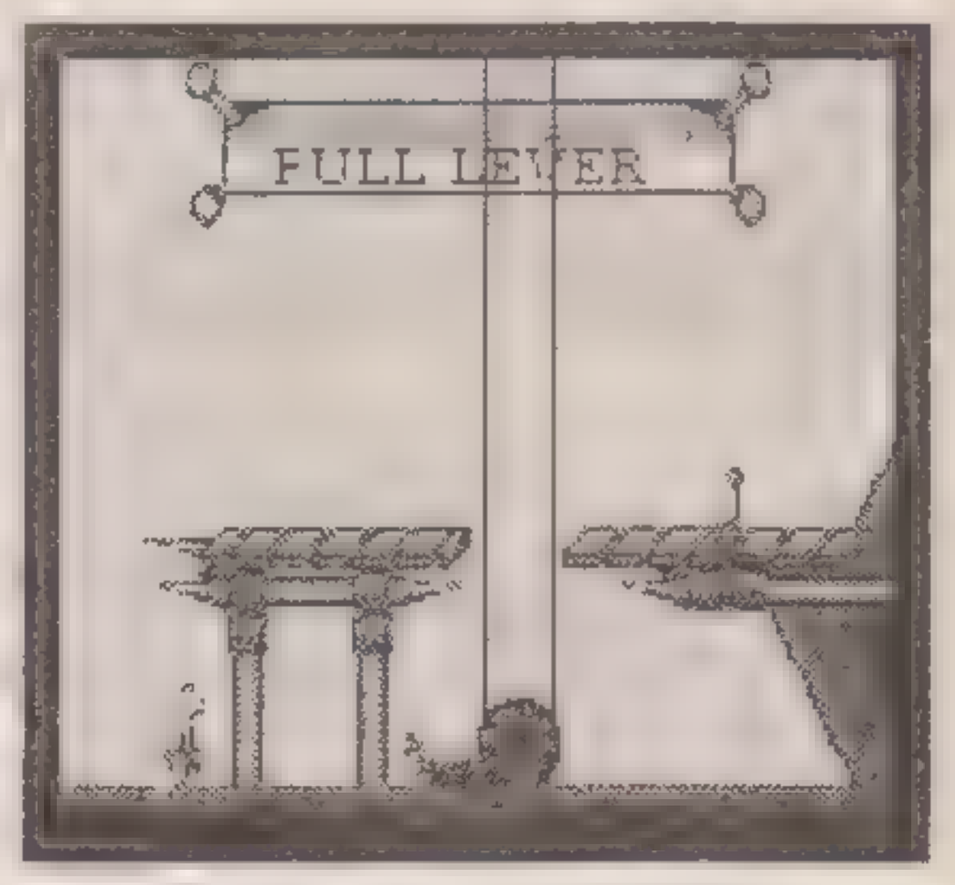
2

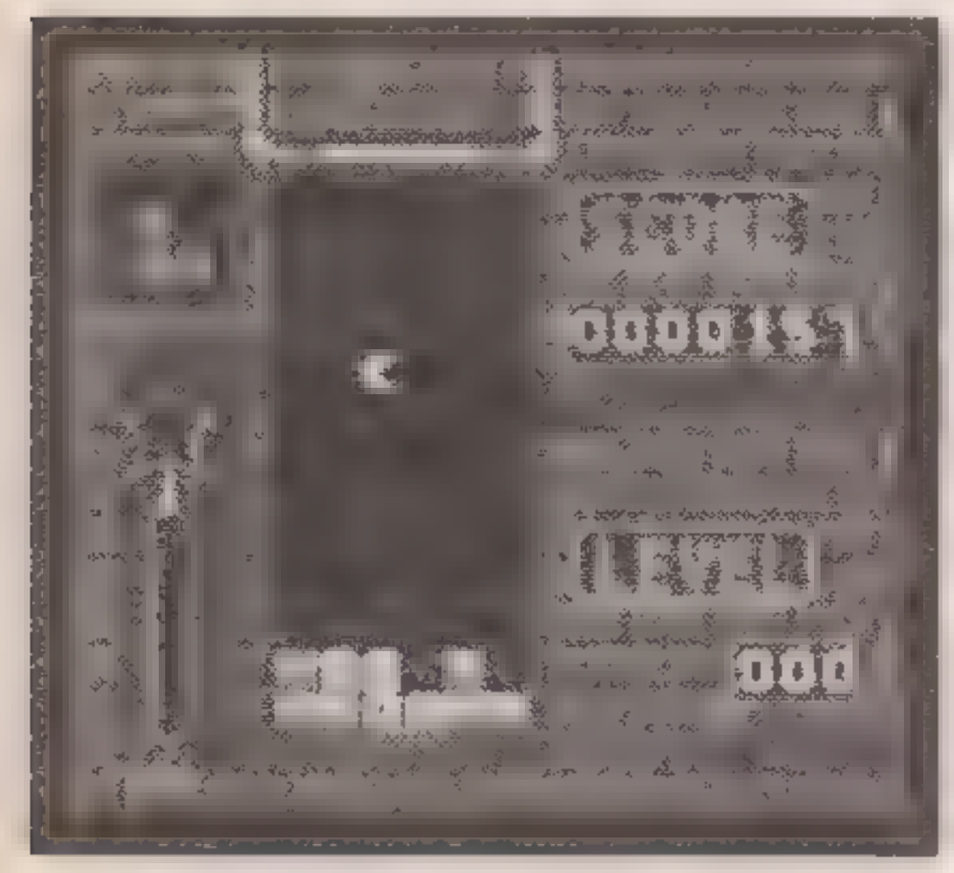
Oddworld Adventures

From: GT PGB: 1 Colour: No

A truly grotesque monochrome title. We've never liked the *Oddworld* games on PlayStation, but this effort makes them look like Miyamoto masterpieces. Keep several miles between your GB and this cart.

1





Pac Man

From: Acclaim PGB: 11 Colour: Yes

Bundled with the rather good *Pac Attack*, a kind of *Columns* clone with ghosts and yellow pill-munchers. You should know all about *Pac Man*'s addictive qualities, and this is the best handheld version around.

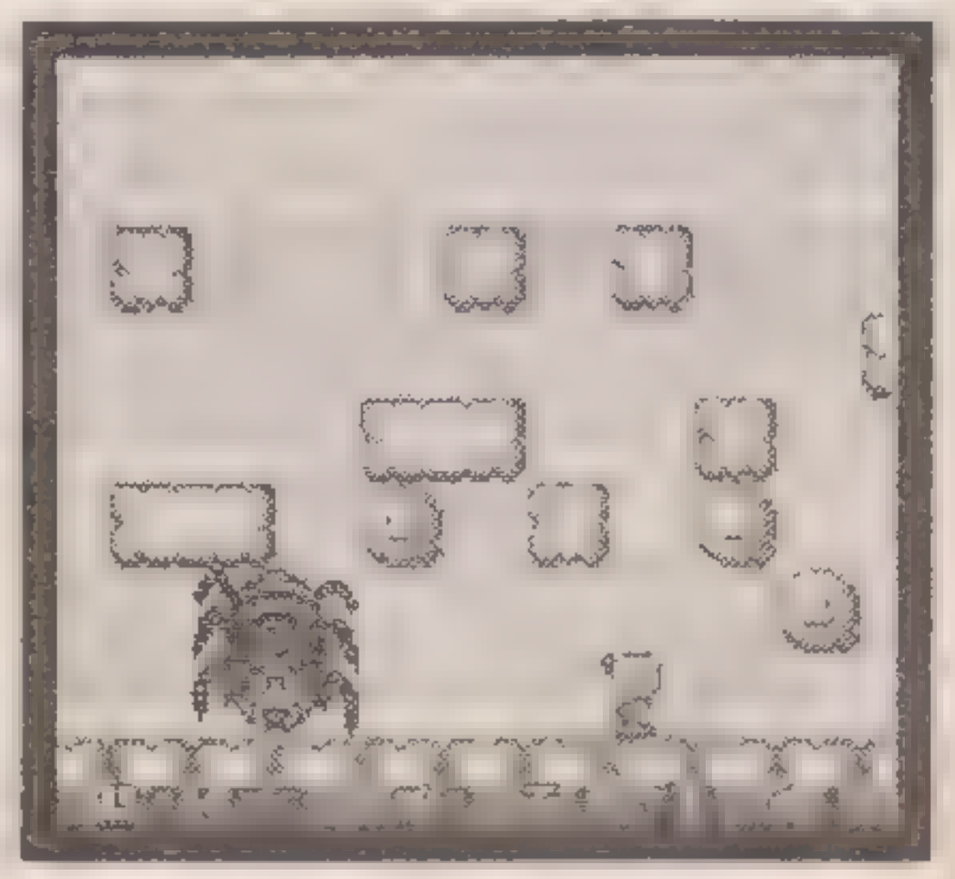
4

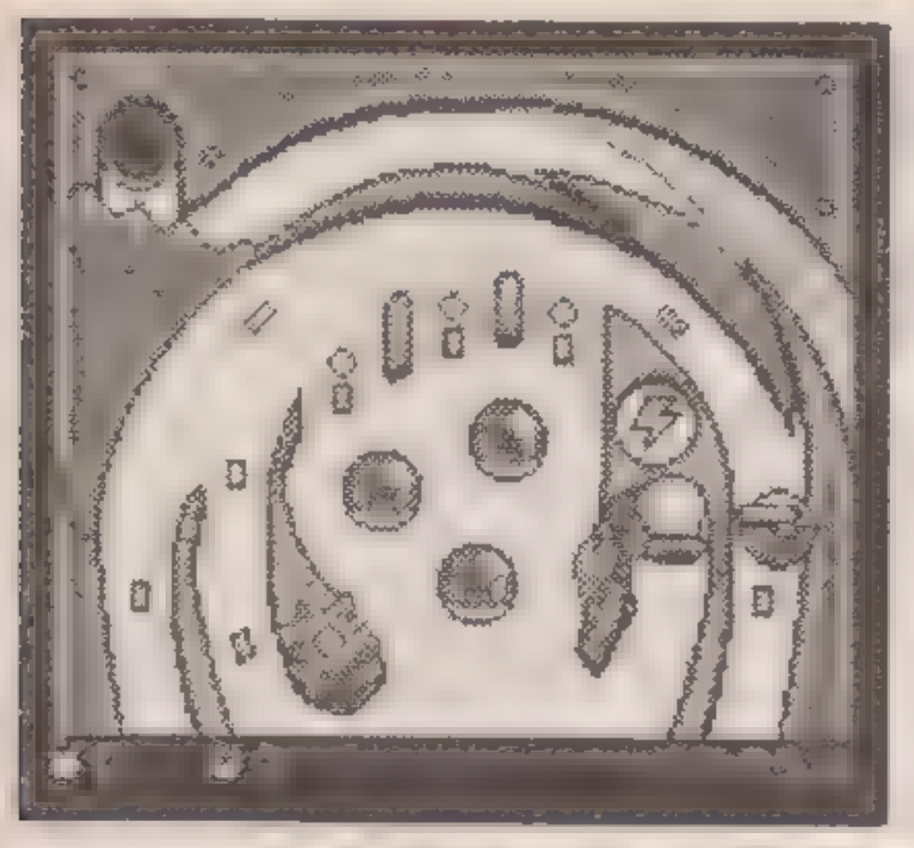
Pocket Bomberman

From: Nintendo PGB: 6 Colour: Yes

Don't be mistaken into thinking that this is a classic top-down *Bomberman* game – buy *Wario Blast* if you want one of those. This is an average platformer with bombs and an impossible bonus game.

3





Pokémon Pinball

From: Nintendo PGB: 5 Colour: Yes

Awesome pinball adventure with two tables (*Red* and *Blue*) and 151 Pokémon to catch. There are some excellent bonus stages and the whole thing just oozes quality throughout. Compatible with the GB Printer.

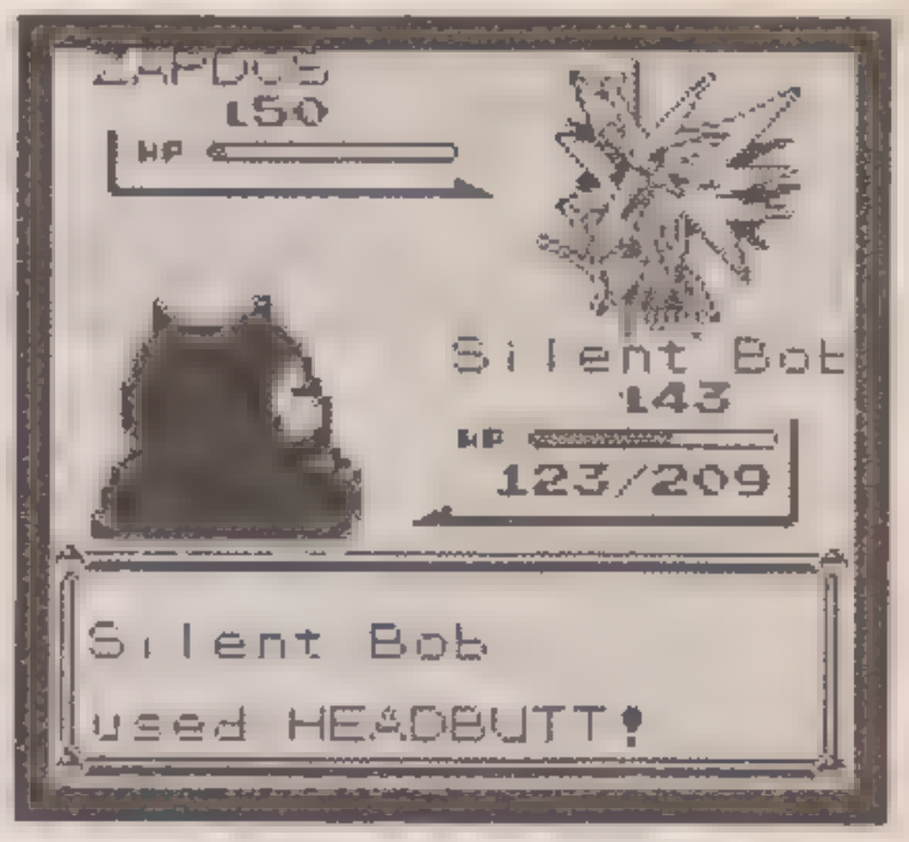
5

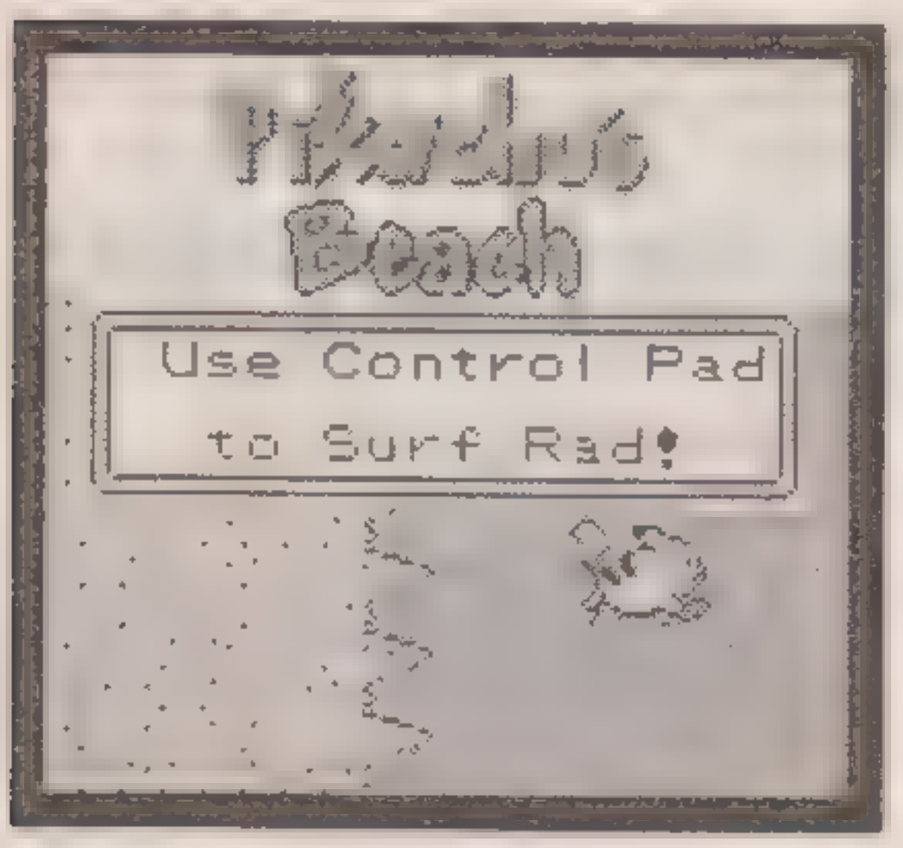
Pokémon Red/Blue

From: Nintendo PGB: 8 Colour: No

What else can we say about *Pokémon*? It's a work of genius, it's probably the most successful game ever made, and if you don't own a copy then you're either insane, making a stand against capitalism, or both.

5





Pokémon Yellow

From: Nintendo PGB: 18 Colour: No

Sticks more closely to the plot of the anime series, with Pikachu following you around from the beginning and cuter monster portraits. The version to go for if you didn't get *Pokémon Red* or *Blue*.

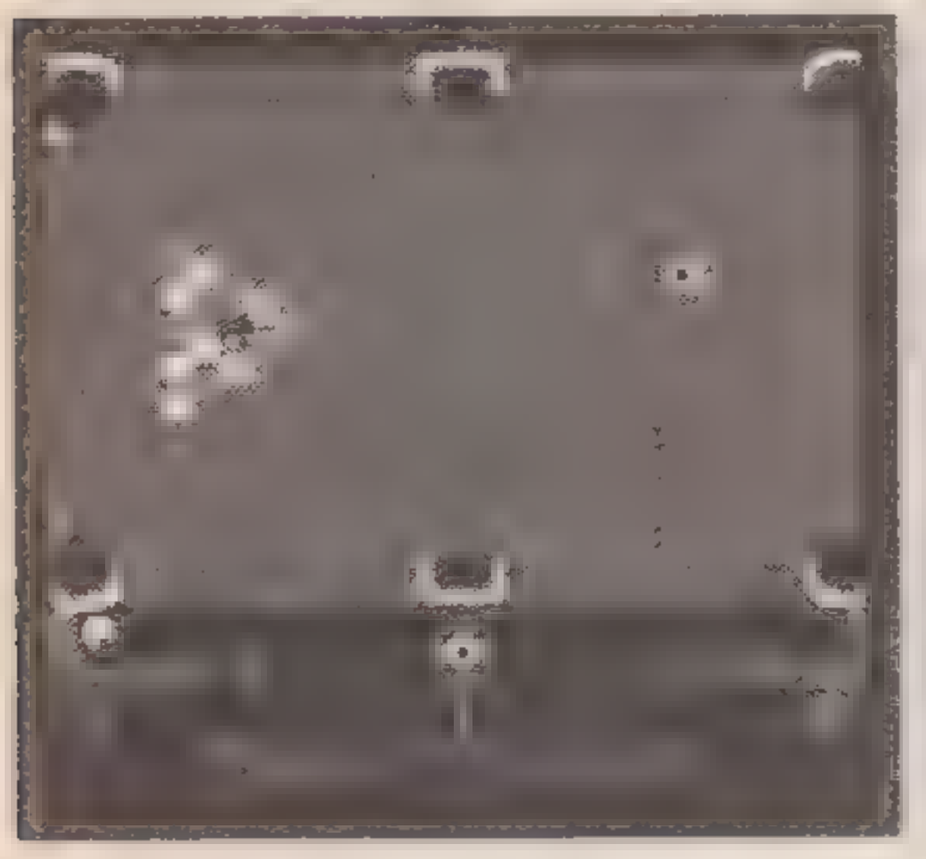
5

Pong

From: Atari PGB: 18 Colour: Yes

Risible attempt at updating the retro game that started it all. With no two-player mode, you're left with only the terrible computer opponent to play against, and it's almost impossible to lose.

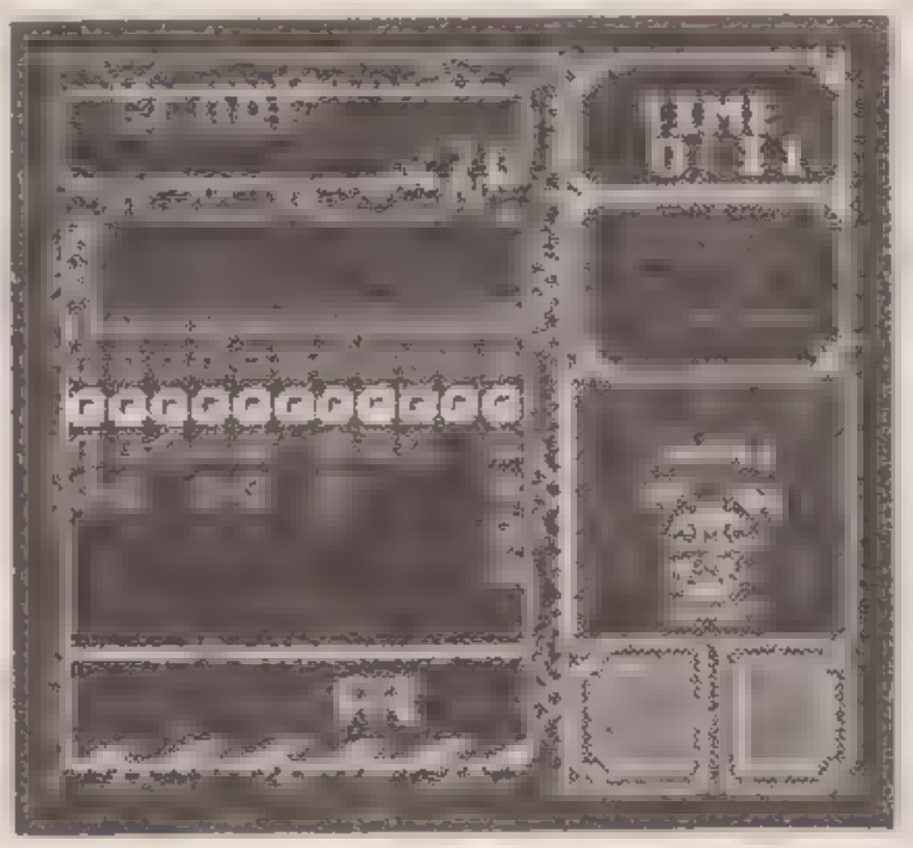
1



Pro Pool

From: Codemasters PGB: 19 Colour: Yes

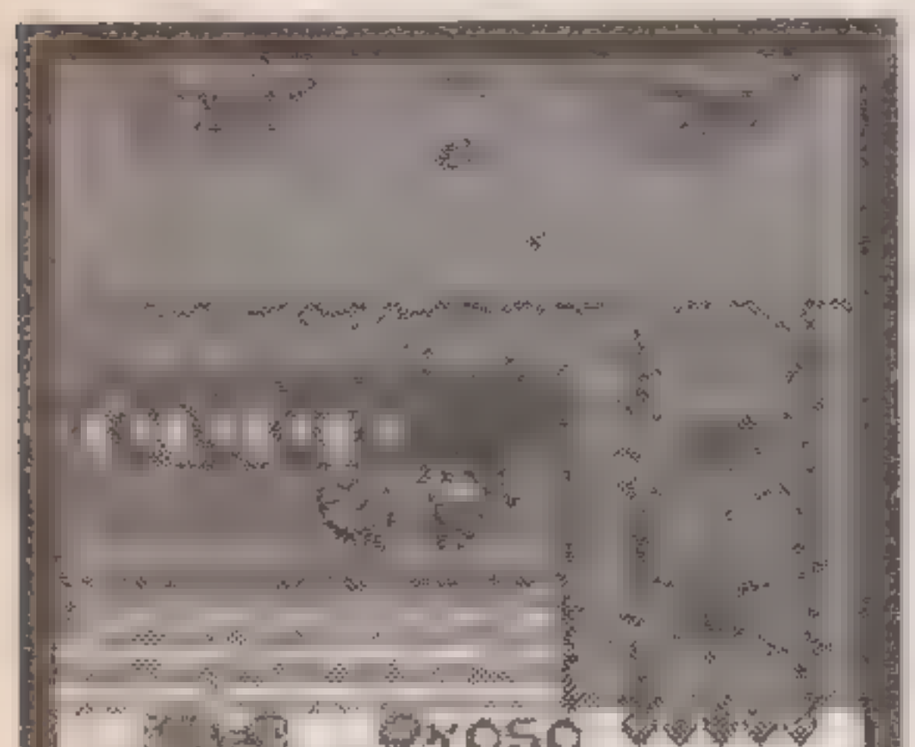
Simulates every type of pool rule variation ever conceived, and gives you the opportunity to hustle opponents for money. But watch out – displease the loan sharks and you'll wind up wearing a concrete overcoat.



Puchi Carat

From: PGB: Colour:

An unusual cross between normal puzzle games and *Breakout*. You have to use a tiny bat to deflect a ball into a descending row of gems, knocking out groups of the same colour. Pretty good, all told.



Quest For Camelot

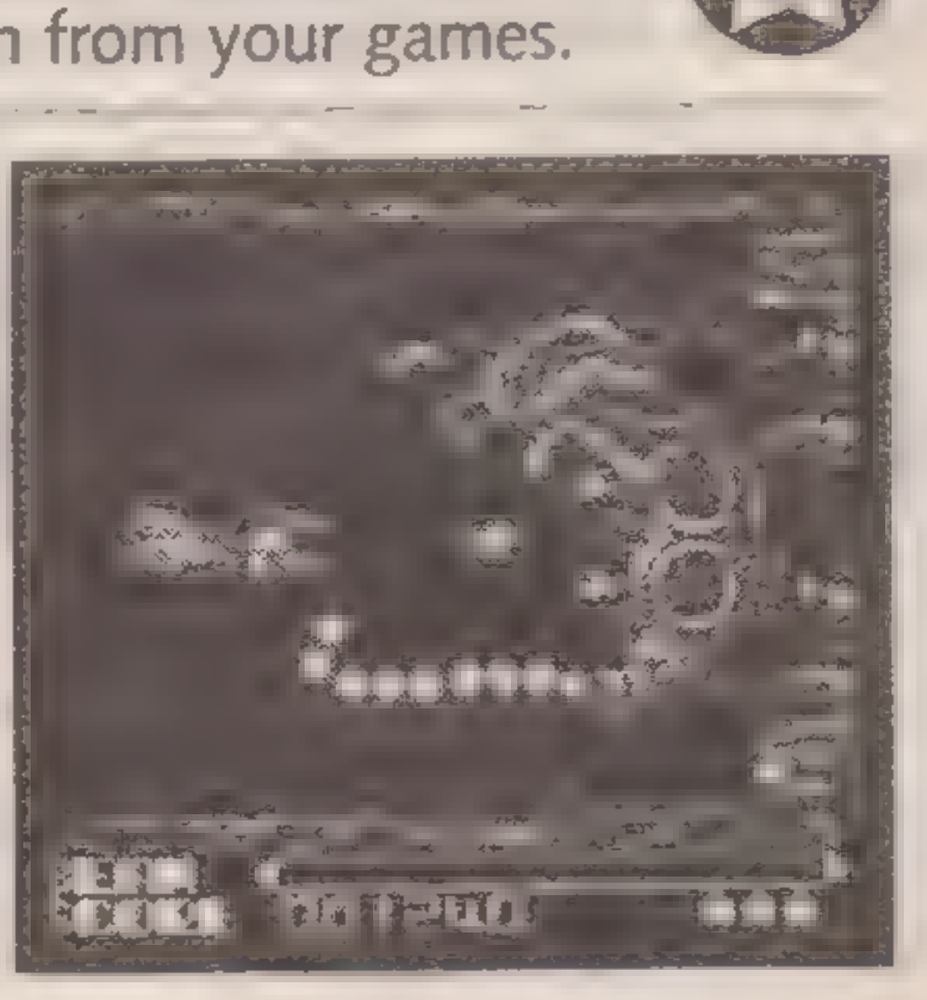
From: PGB: 4 Colour:

Similar to *Conker's Pocket Tales* except with dumber enemies and some really poor static drawings from the animated film of the same name. Fairly reasonable, if you don't demand much from your games.

R-Type DX

From: PGB: Colour:

The best shoot-'em-up on the Game Boy, with colour and mono versions of *R-Type I* and *R-Type II*. The *DX* version is a combination of both, one after the other, and will provide a stern test for any gamer.



Rainbow Six

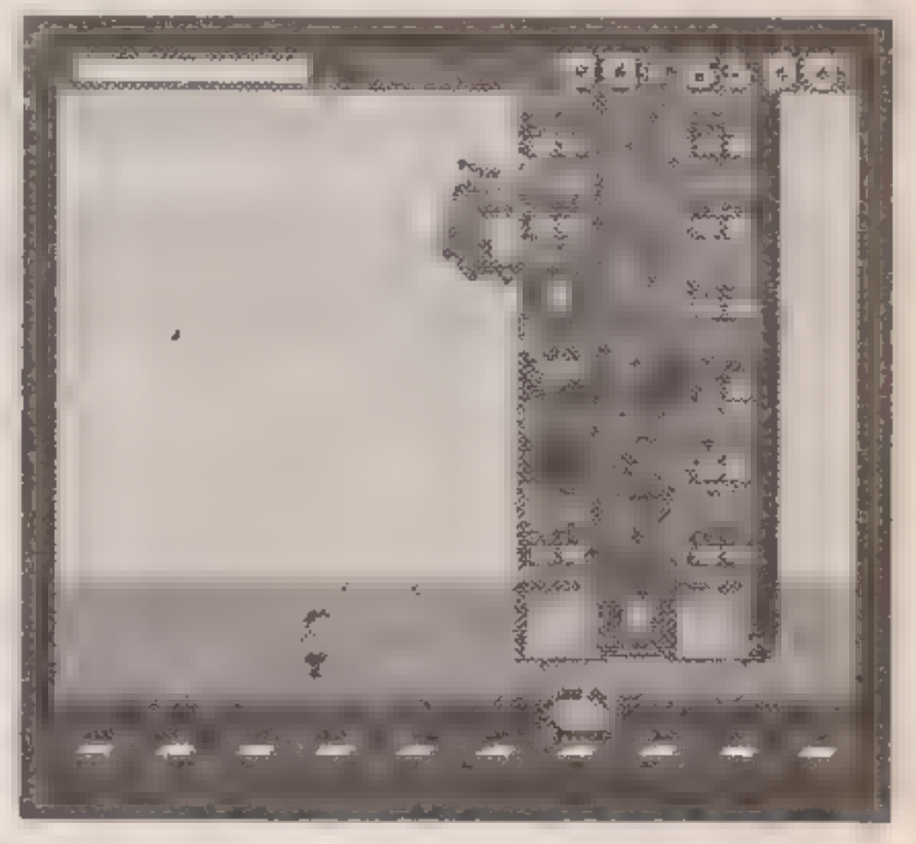
From: Take 2 PGB: 16 Colour: Only

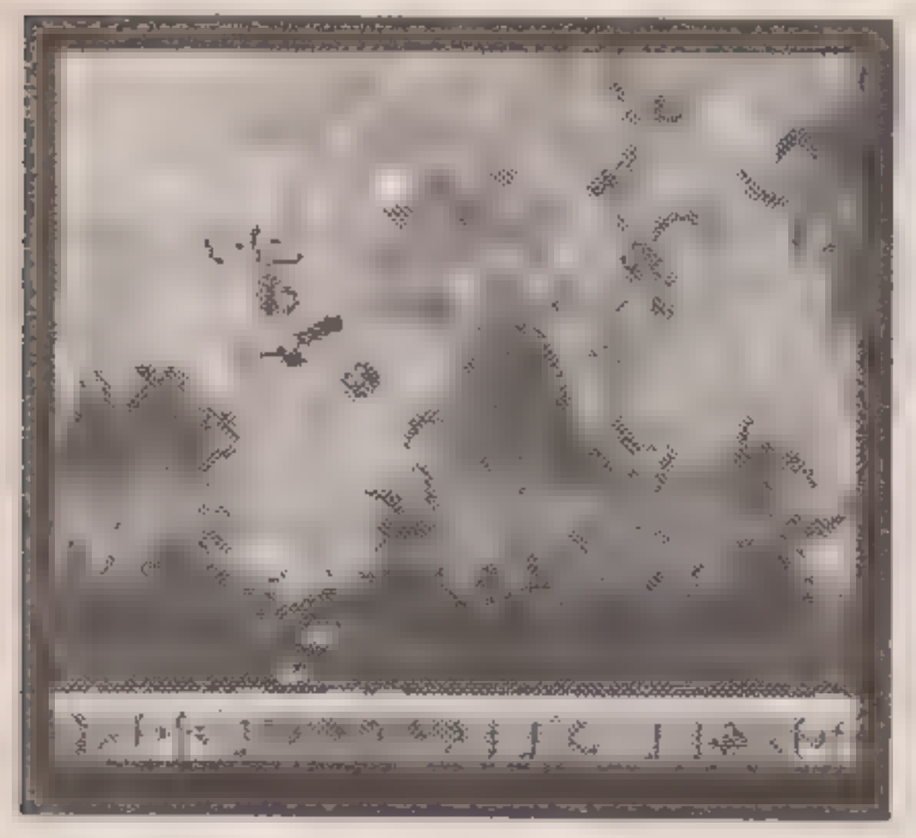
A remarkably accurate conversion of the N64 SAS game. Everything is in there, from the detailed mission plans to character bios and kit selection. Slightly dodgy AI, but very different to other handheld titles.

Rampage World Tour

From: Midway PGB: 1 Colour: Only

Take one dated game idea that was only ever fun for about 30 seconds, add a good dash of evil graphics, stir in a little unplayability, and simmer on the hotplate of crapness. The result: *Rampage World Tour*.





Rayman

From: Ubi Soft PGB: 17 Colour: Only

He might not be one of the nicest game heroes of recent years, but Rayman gets up to some good platform action on the Game Boy. Tricky and enjoyable, with absolutely wonderful graphics throughout.

Ready 2 Rumble

From: Midway PGB: 13 Colour: Only

A dull conversion of what used to be a pretty good boxing game. Michael Buffer's trademark "Rrrrrrrrummbllllle!" noise is in here, along with some FMV, but they forgot to include any gameplay. Shame.

Ronaldo V-Football

From: Infogrames PGB: 12 Colour: Yes

The man himself used to be the best footballer on the planet before his kneecap fell off. Although this game was never in any danger of living up to that sort of reputation, it's sort of okay.

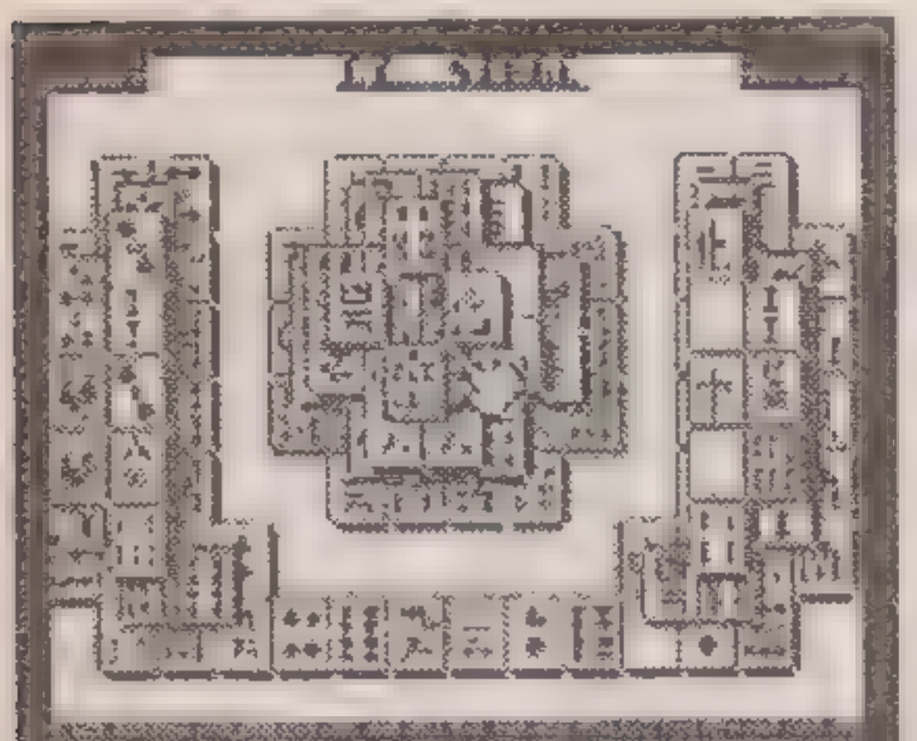
3

Rugrats Movie

From: THQ PGB: 1 Colour: Yes

Sweet and simple platformer starring the deformed babies from Saturday morning telly. It won't trouble any gaming experts, but it's an appropriate companion piece to the smash hit animated film.

4



Shanghai Pocket

From: Sunsoft PGB: 3 Colour: Yes

An Oriental-themed puzzle game in which you have to match Mah Jong tiles in order to remove them from the playing area. It's like a complicated version of the bonus round found in *Banjo-Kazooie*.

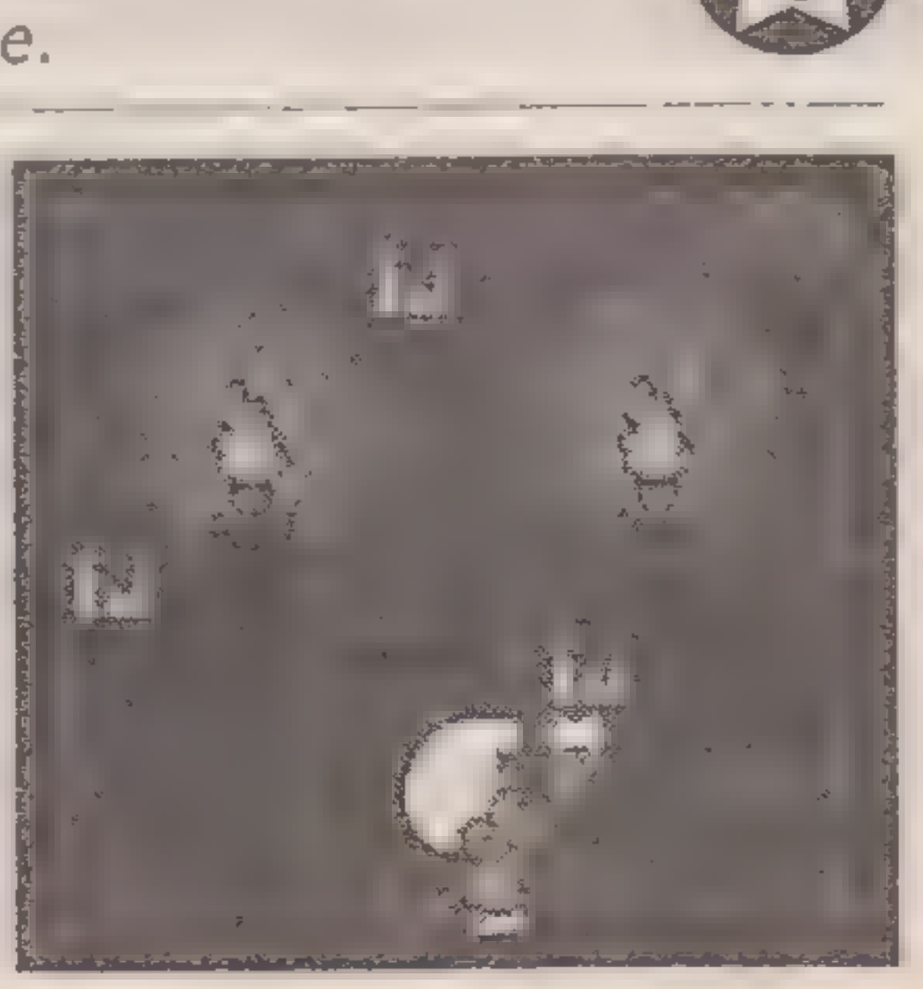
4

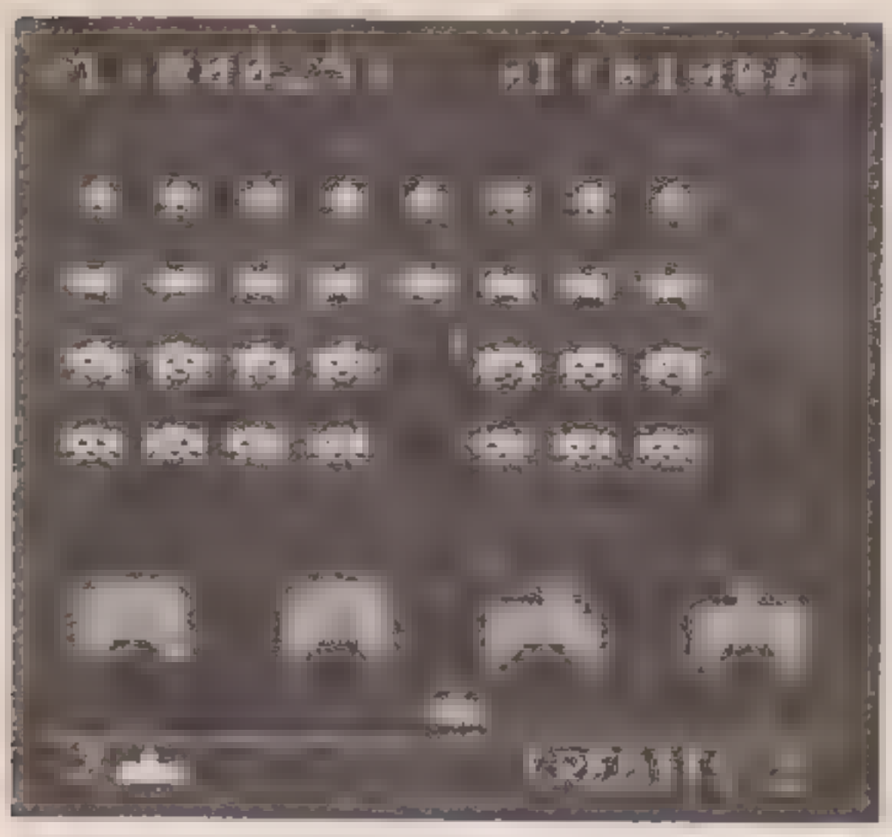
Smurf's Nightmare

From: Infogrames PGB: 1 Colour: Yes

The blue people from Benelux never really went away after their period of ultra-fame some 20 years ago, and to prove it they've made their very own platform game. Nice graphics but nothing revolutionary.

4





Space Invaders

From: Activision PGB: 11 Colour: Yes

The power-ups and new alien ships don't spoil the classic retro shooting action as much as you might expect although, tellingly, it's the original 1978 bonus game that proves to be the most entertaining part.

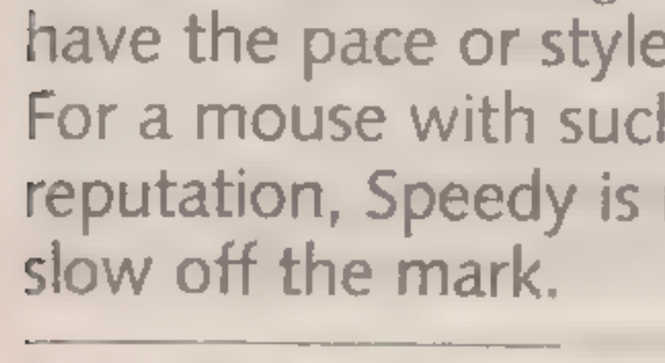
3

Speedy Gonzales

Uninspired platform game that wishes it was *Sonic The Hedgehog* but just doesn't have the pace or style to pull it off. For a mouse with such a fast reputation, Speedy is remarkably slow off the mark.

2

Spy Hunter / Moon Patrol



From: Midway PGB: 1 Colour: Yes

Another double helping of retro fun, dating from a period when Midway could do little wrong. Not quite as good as the *Joust/Defender* package, but a tidy conversion all the same. *Spy Hunter* is the pick of the two games on offer.

4

Spy vs Spy

From: Midway PGB: 1 Colour: Yes

Brilliant conversion of a forgotten gem from the days of the Commodore 64. Mad Magazine's psychotic spies fight eye-wateringly vicious battles to collect various objects. A superb two-player game.

4

Stranded Kids

From: Konami PGB: 10 Colour: Yes

Ingenious realtime RPG in which you play a shipwrecked child. You've got to use your wits to find food, stay alive and find a way off the dangerous desert island on which you find yourself marooned. Excellent.

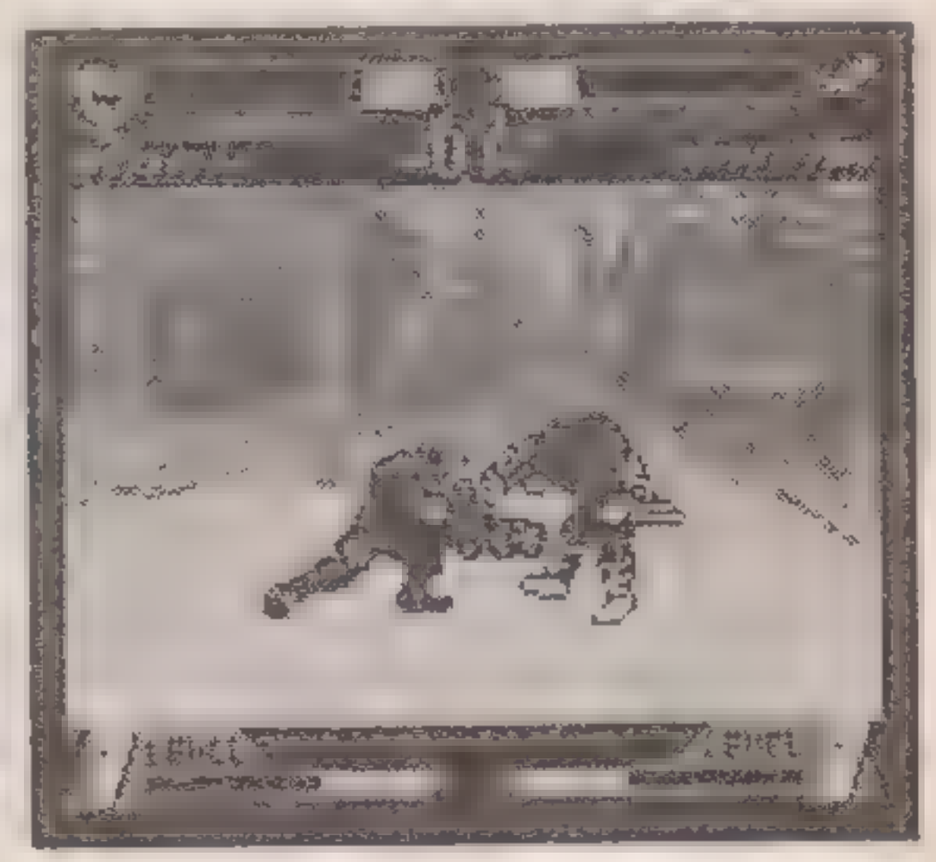
5

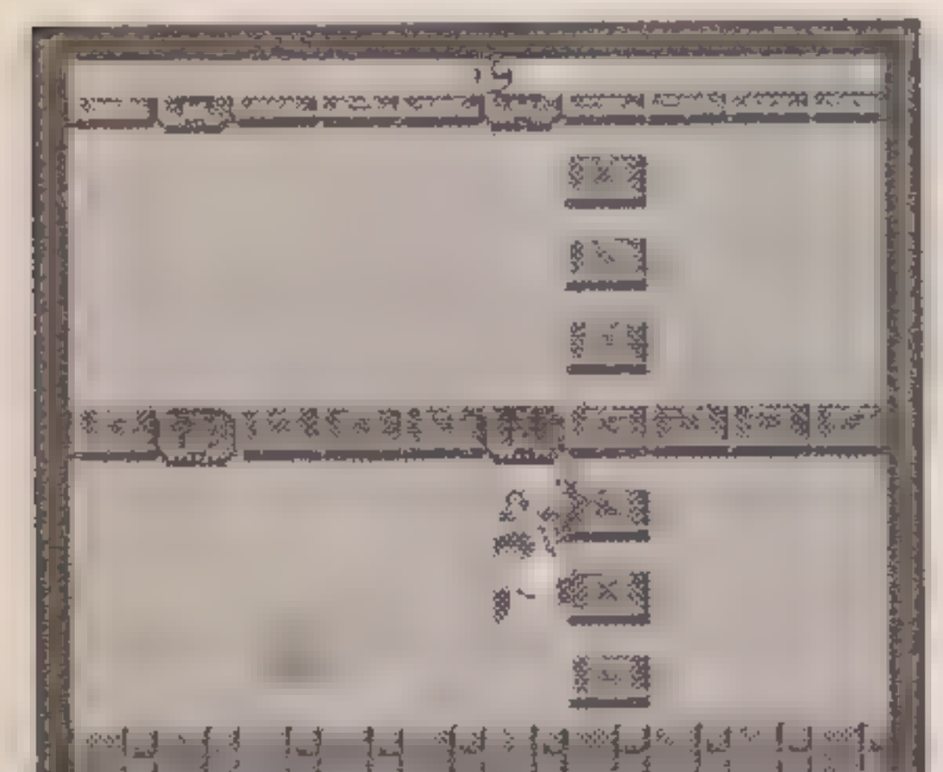
Street Fighter Alpha

From: Capcom PGB: 14 Colour: Only

A portable version of one of the best beat-'em-ups ever. Maybe we've been spoiled by playing the sublime fighting games available for Neo Geo Pocket, but this all seems a little bit underwhelming.

3





Super Mario Bros DX

From: Nintendo PGB: 5 Colour: Only

The revolutionary NES title, its Japanese sequel, a compulsive two-player race game, a unique challenge mode and more hidden extras than you'll ever be able to find – all in a single cart. Unmissable.

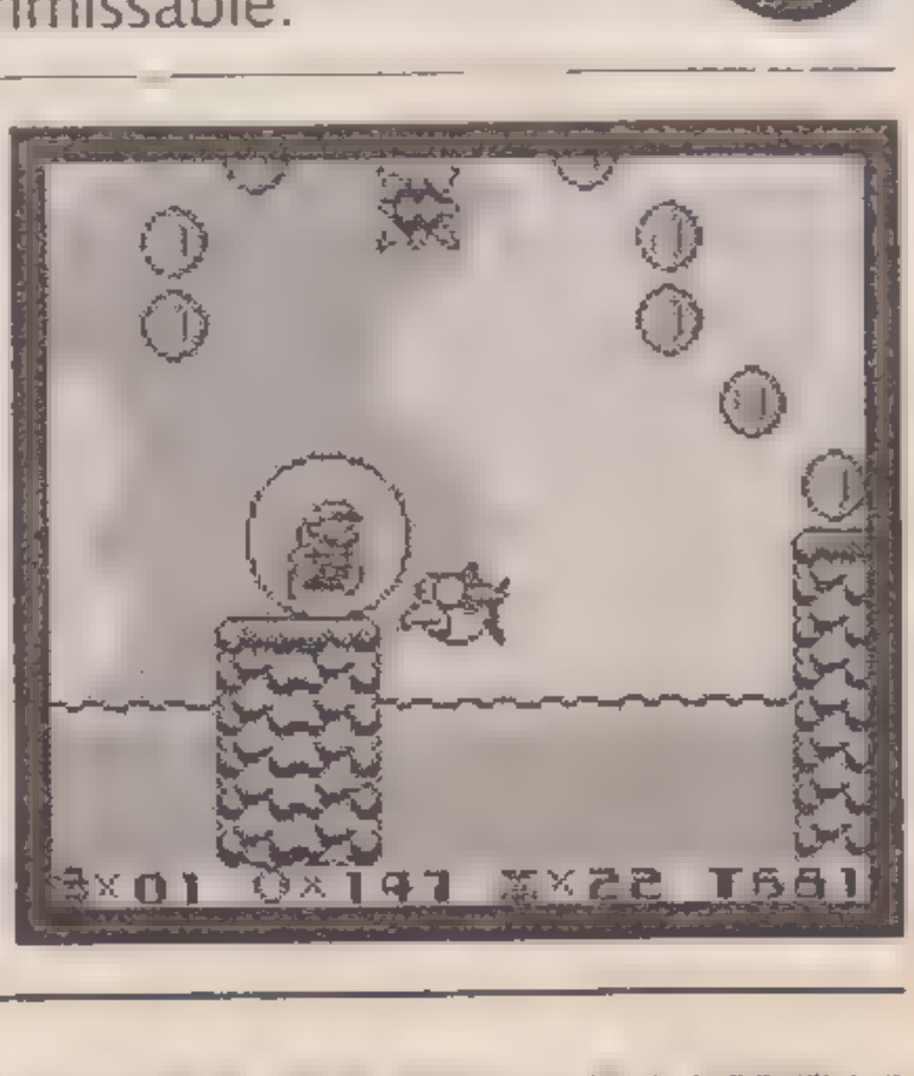
5

Super Mario Land 2

From: Nintendo PGB: 1 Colour: No

Much better than the first version, thanks to a bunch of ideas from *Super Mario World* on the SNES and vastly improved graphics. Great fun from start to finish, although like all good things, it's over too quickly.

5



Suzuki Alstare Extreme Racing

From: Ubi Soft PGB: 11 Colour: Only

Ubi Soft's fast and furious bike racer was the first game to introduce some of the graphical trickery that has almost become standard in Game Boy driving sims these days. But don't be ageist, mind – it still looks and plays better than most.

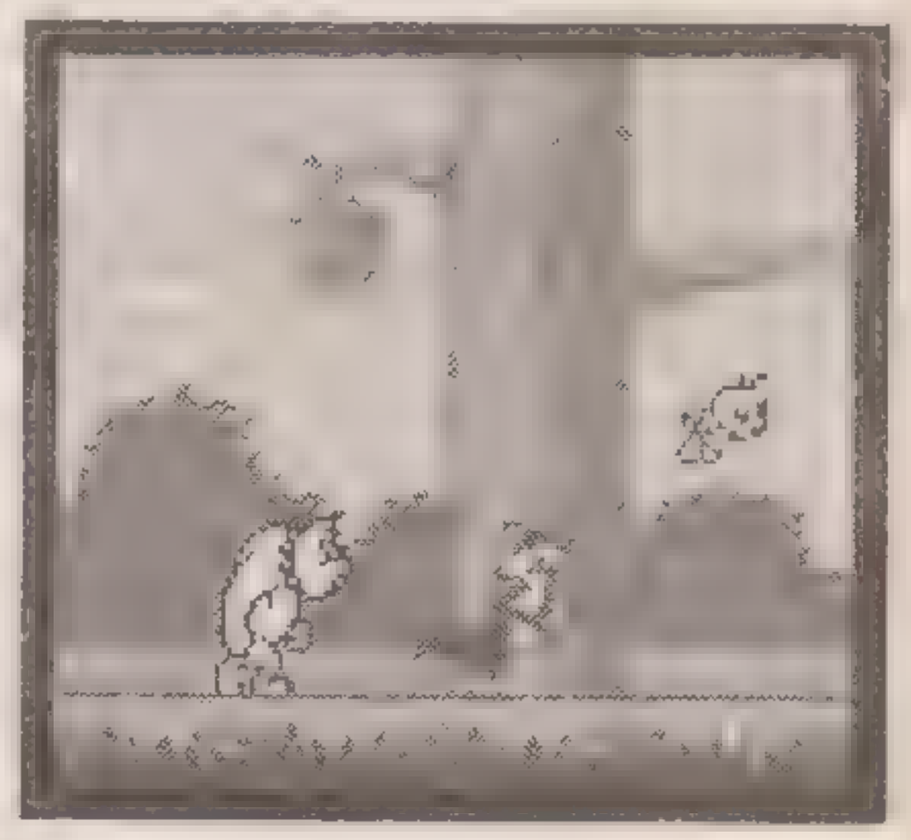
4

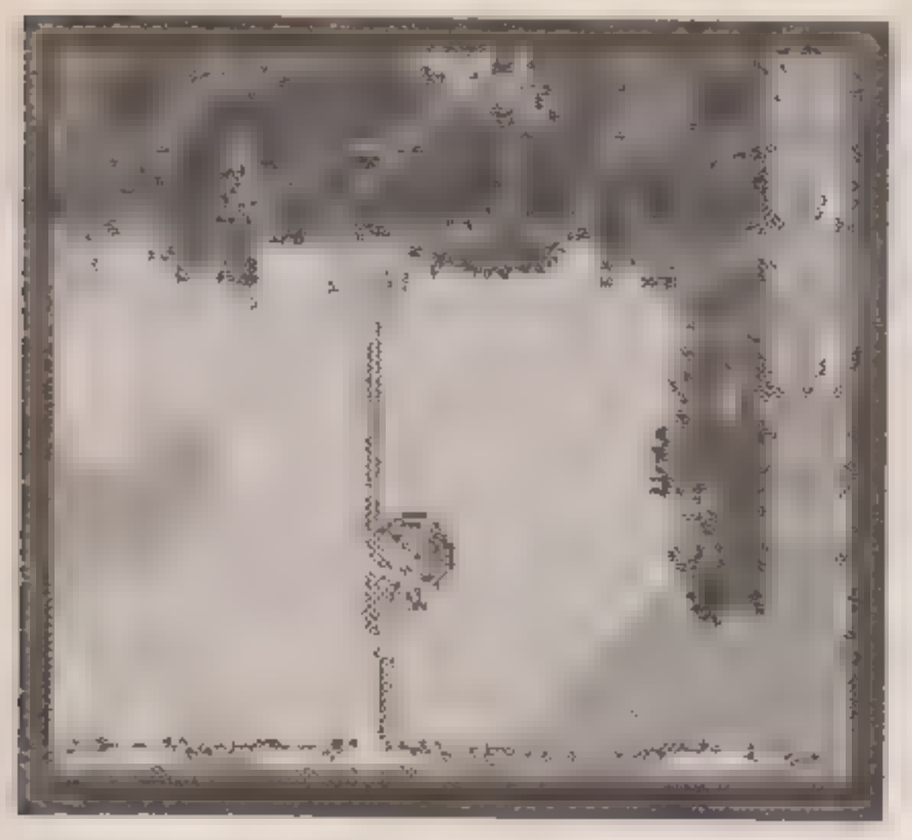
Sylvester & Tweety

From: Infogrames PGB: 1 Colour: Yes

Despite the sad fact that the cat never gets to dig his claws into the bird, *Sylvester & Tweety*'s antics are above average. Platform sections split up an old-style isometric 3D maze game. What a throwback.

3





Tarzan

From: Activision PGB: 9 Colour: Only

A wickedly fast platformer with nice backdrops and outstanding animation. The boy with the monkey skills has some athletic moves and the game plays a lot better than the useless N64 version.

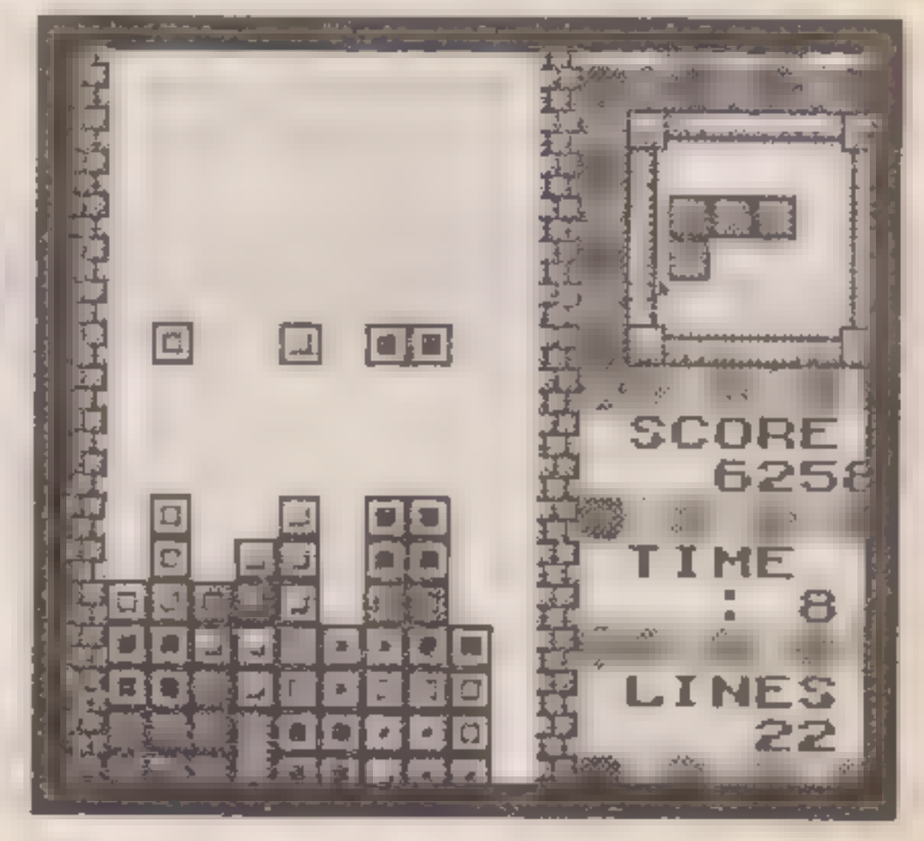
4

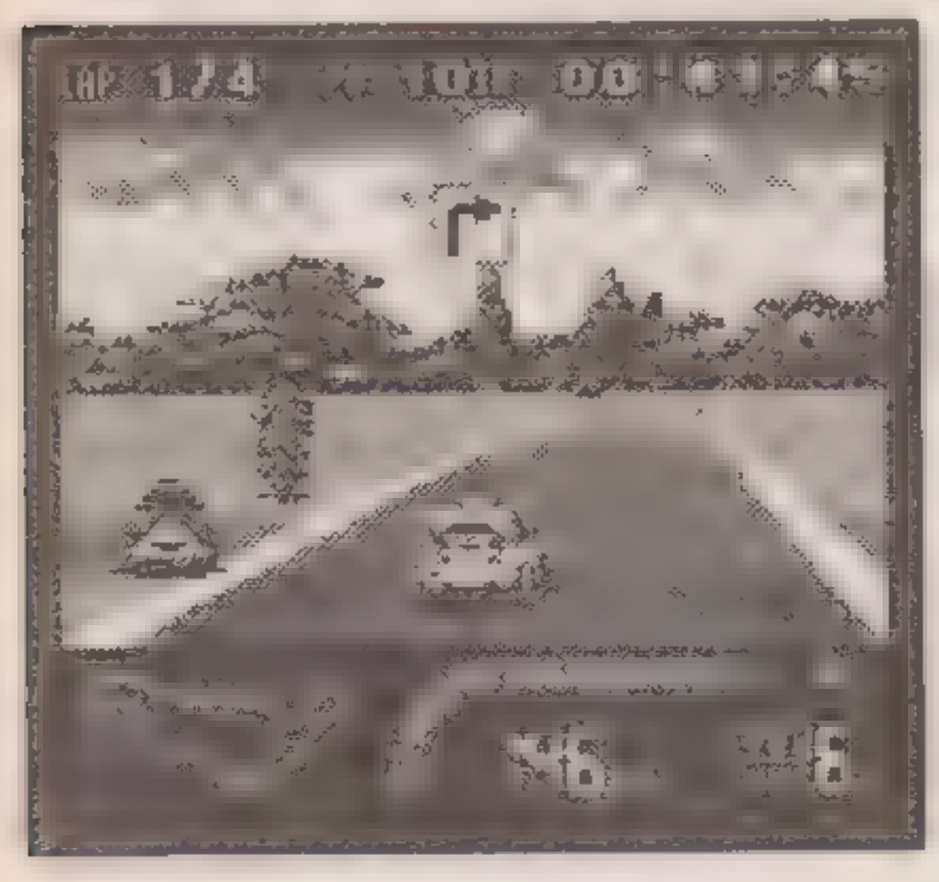
Tetris DX

From: [illegible] PGB Colour: [illegible]

Enhanced version of the best puzzle game ever. You must own a copy, despite (as we later found) it containing a nasty bug that lets you keep pieces hovering at the edge while you decide where to put them. Tut tut.

5





TG Rally 2

From PGB Colour

Probably the best out-and-out racing game you can get for the Game Boy. Not quite as visually polished as some other titles but it handles better, it's faster and it's a laugh with two players.

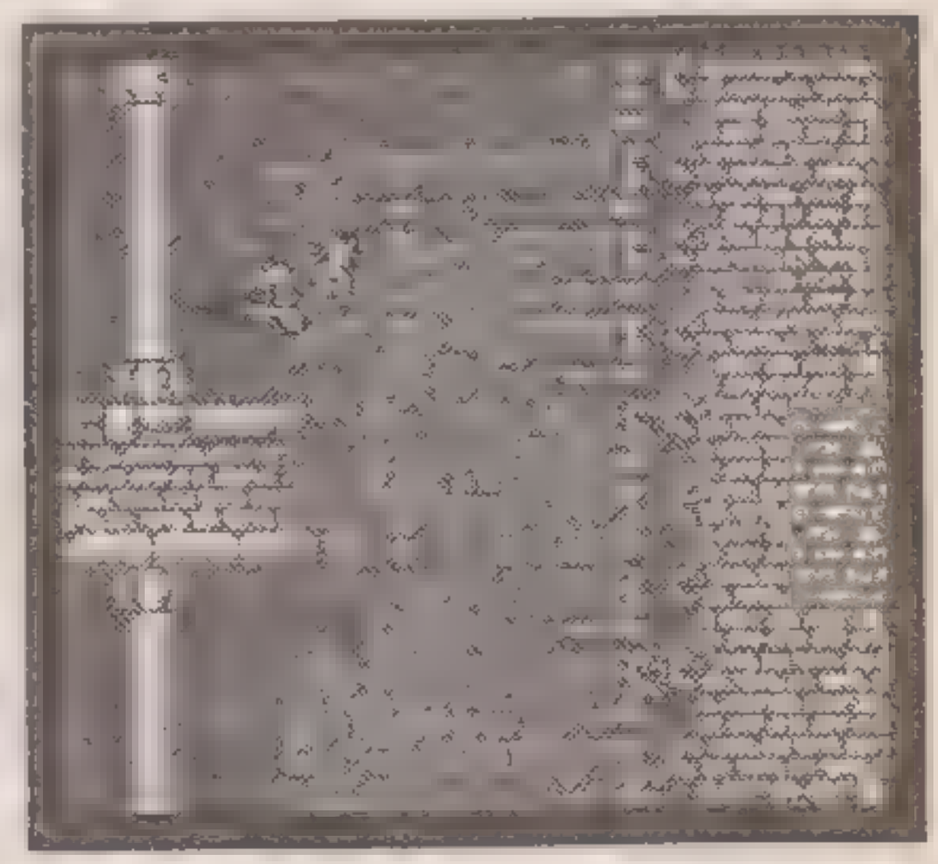
4

Tomb Raider

From PGB Colour

Lara Croft makes her Nintendo debut and brings about a trillion frames of animation with her. It's as smooth as a greased spider monkey and there's even a decent adventure behind all of that gloss.

4



Top Gear Rally

From PGB Colour

Its title now truncated to a much less BBC-offending *TG*, this game was the first Game Boy offering to feature a built-in rumble cart. Costs more than the sequel and is not nearly as much fun, however.

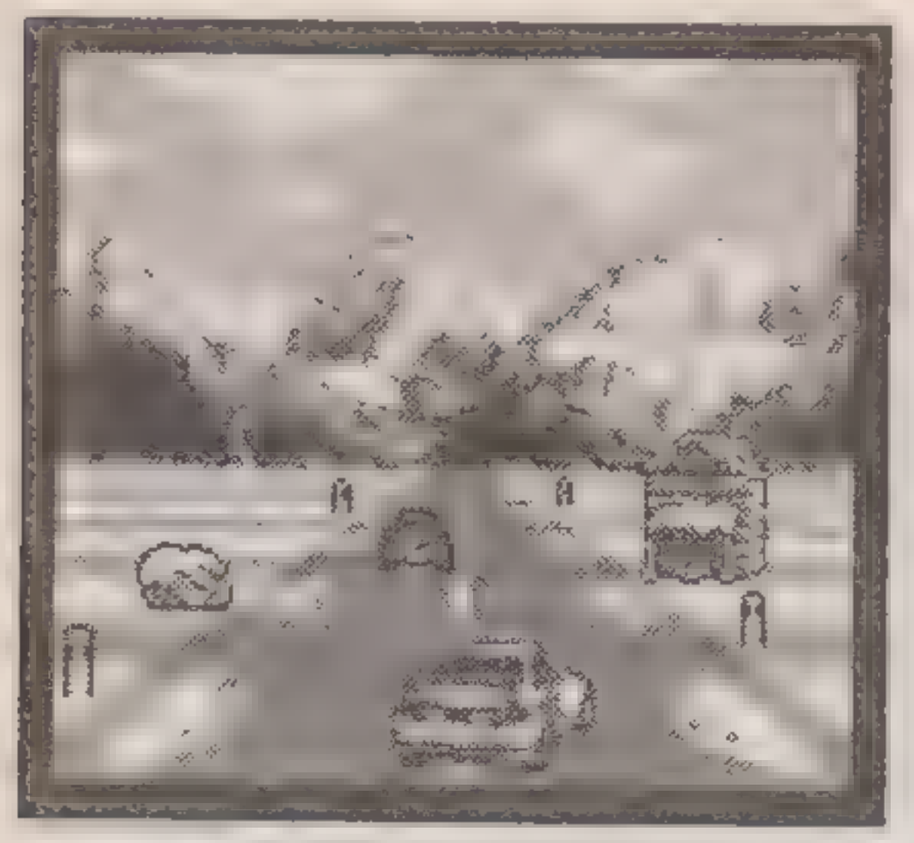
3

UEFA 2000

From PGB Colour

It's *Ronaldo V-Football* all over again, but with new packaging and some photos of the hapless England team. Did you know Romania have a player called Mutu? As in Mewtwo... How very curious.

3



V-Rally

From: Infogrames PGB: 3 Colour: Yes

Almost, but not quite for the *V-Rally* franchise. On the N64 this game is all about ludicrously sensitive handling. On the Game Boy, it's just another driving game, without the flash graphics of *Suzuki Alstare*.

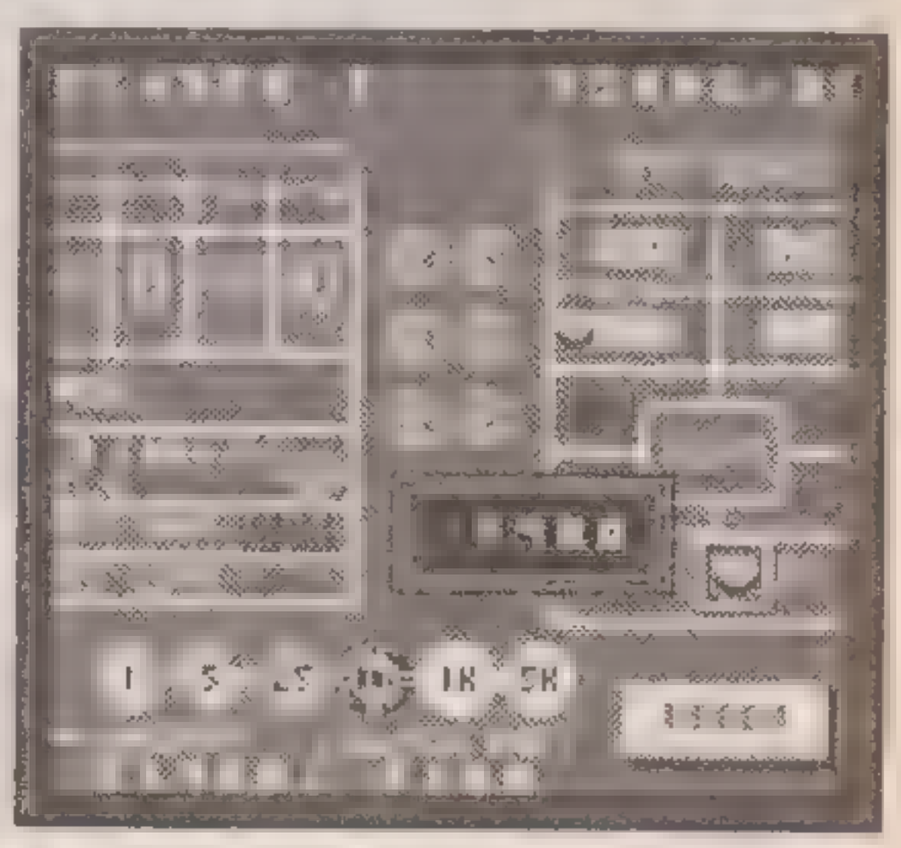
2

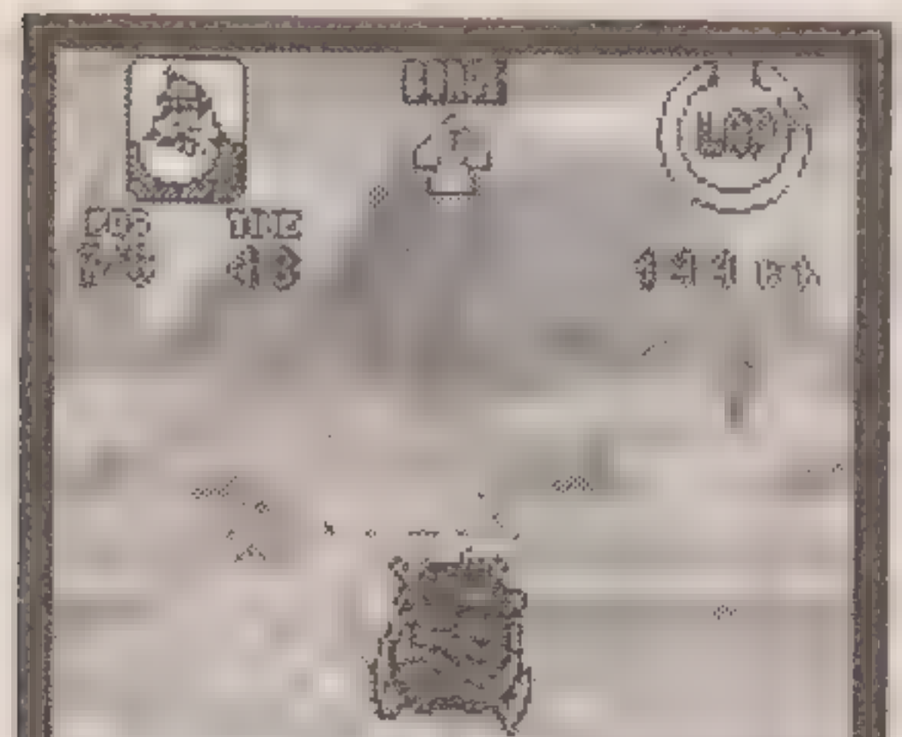
Vegas Games

From: 3DO PGB: 15 Colour: Yes

You've got to hand it to 3DO for this one. They've recreated an entire casino, including lots of video poker machines and a virtual cashpoint. The question you have to ask is simple: Why? Only in America.

3





Wacky Races

From: PGB: Colour:

Penelope Pitstop, shorn of her famous cry of "Haylp!", can't elevate this one-player *Mario Kart* wannabe beyond the realms of the average. Not even Dastardly and Muttley can haylp it, sadly.

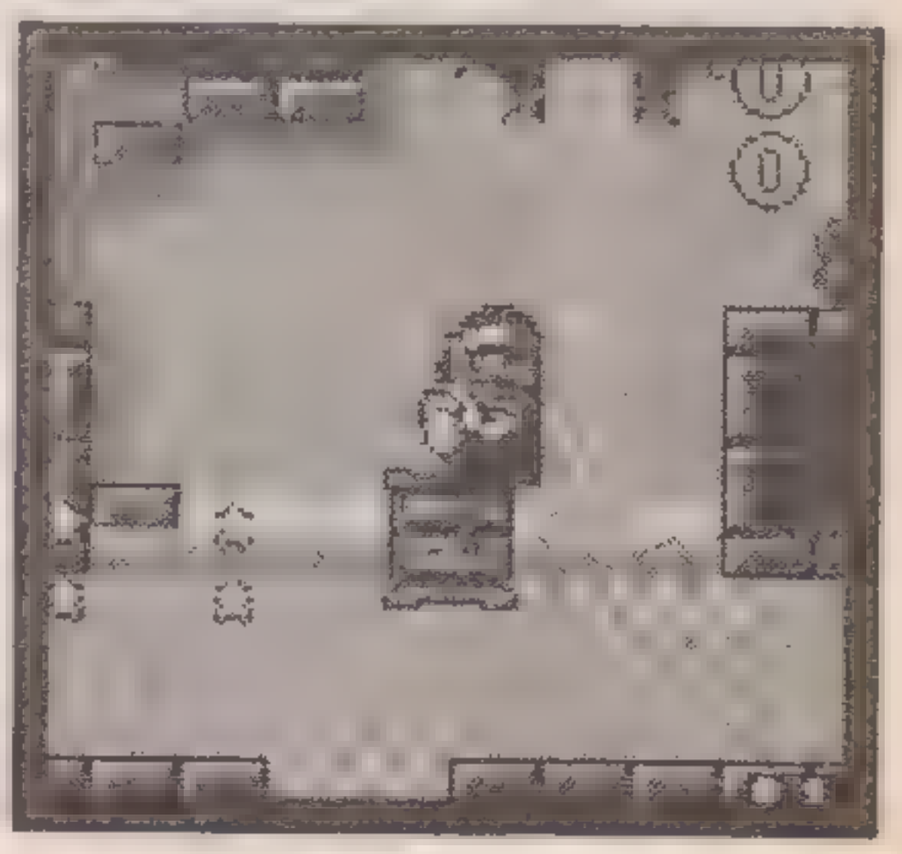
3

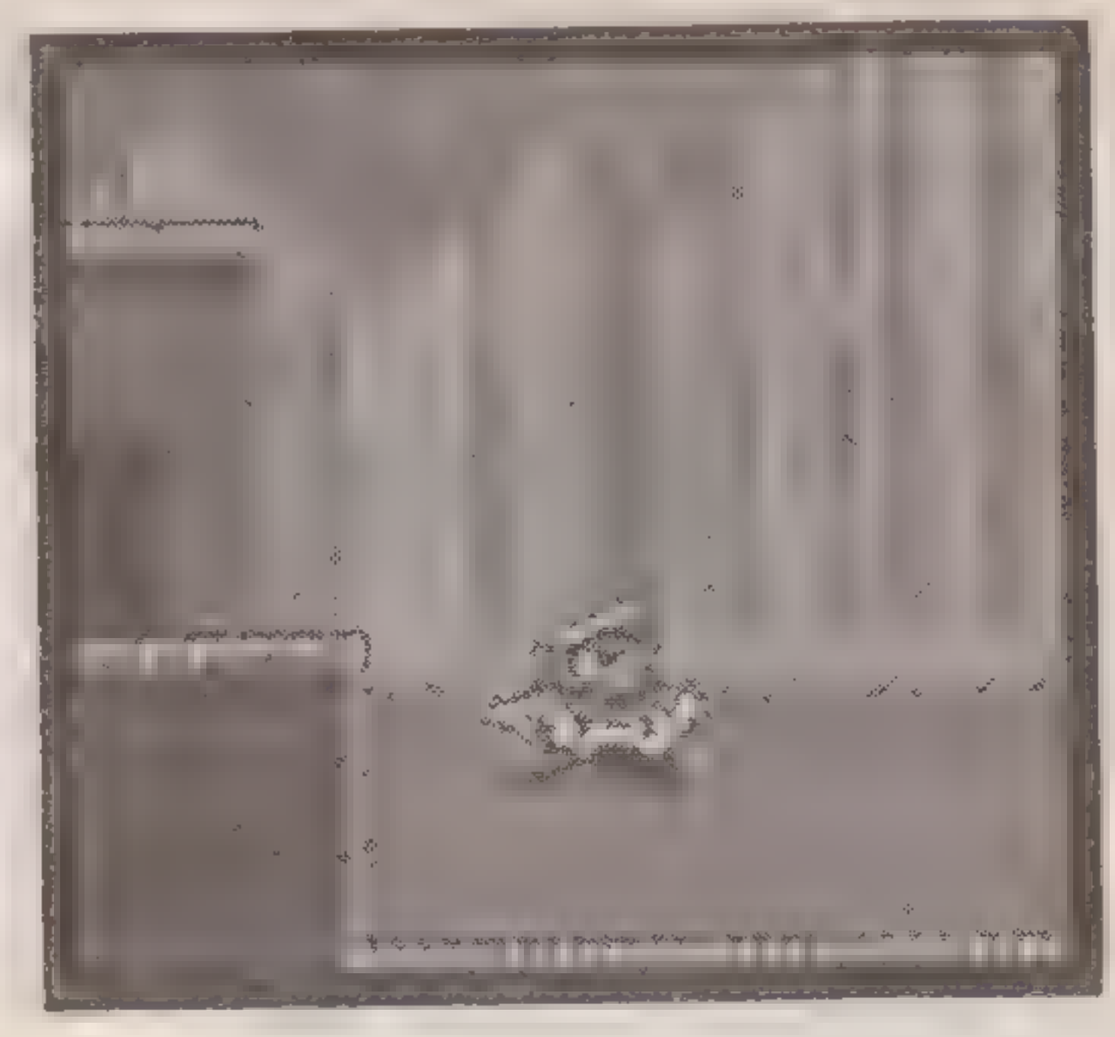
Wario Land 2

From: Nintendo PGB: 2 Colour: Yes

Available in both mono and colour editions, this tale of the invincible fat bloke we all love to hate is an excellent platform romp. The sheer pain the poor guy puts himself through in his quest for treasure...

5





Wario Land 3

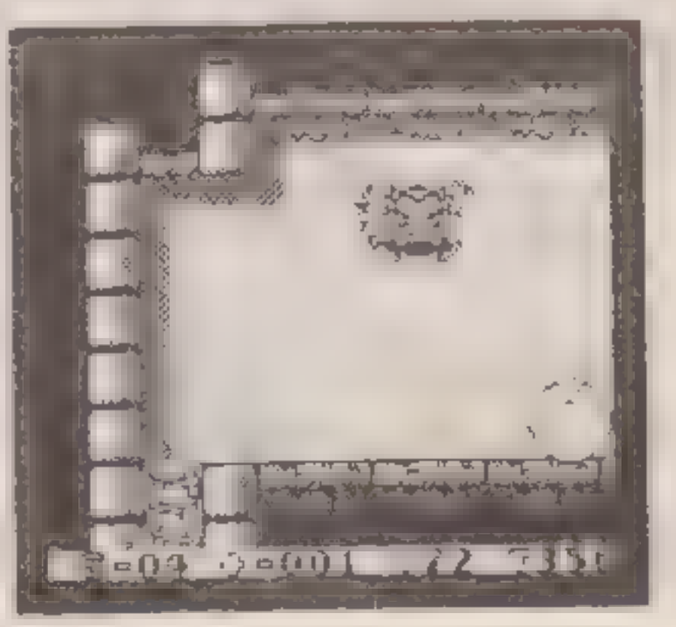
From: Nintendo **PGB:** 18 **Colour:** Only

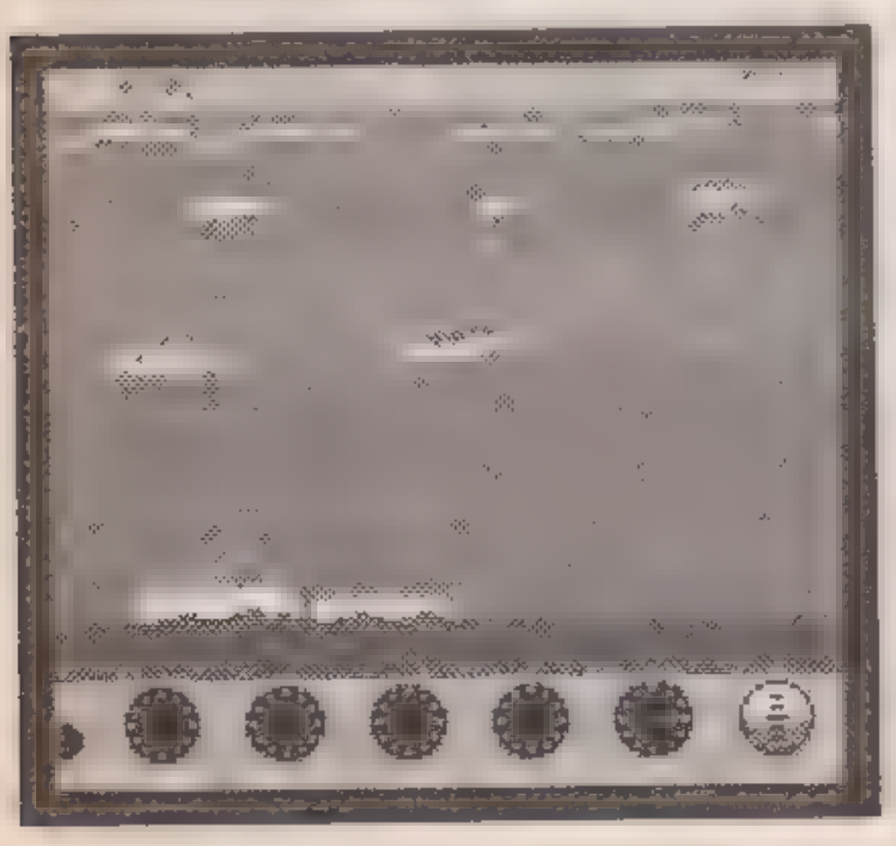
Abandoning old Game Boys has helped Wario turn in his best outing to date. It's very much like the second game, but with more levels, more secrets, more baddies and a lot more physical trauma. Give Wazza one for us!

Wario Land: Mario Land 3

From: Nintendo **PGB:** 16 **Colour:** No

Mario must have been decidedly furious when his arch-nemesis from *Mario Land 2* not only stole his starring role, but also established himself as the first Game Boy hero to sport a mean Travis Bickle haircut. Scary stuff indeed.





Wings of Fury

From: Red Orb **PGB:** 16 **Colour:** Yes

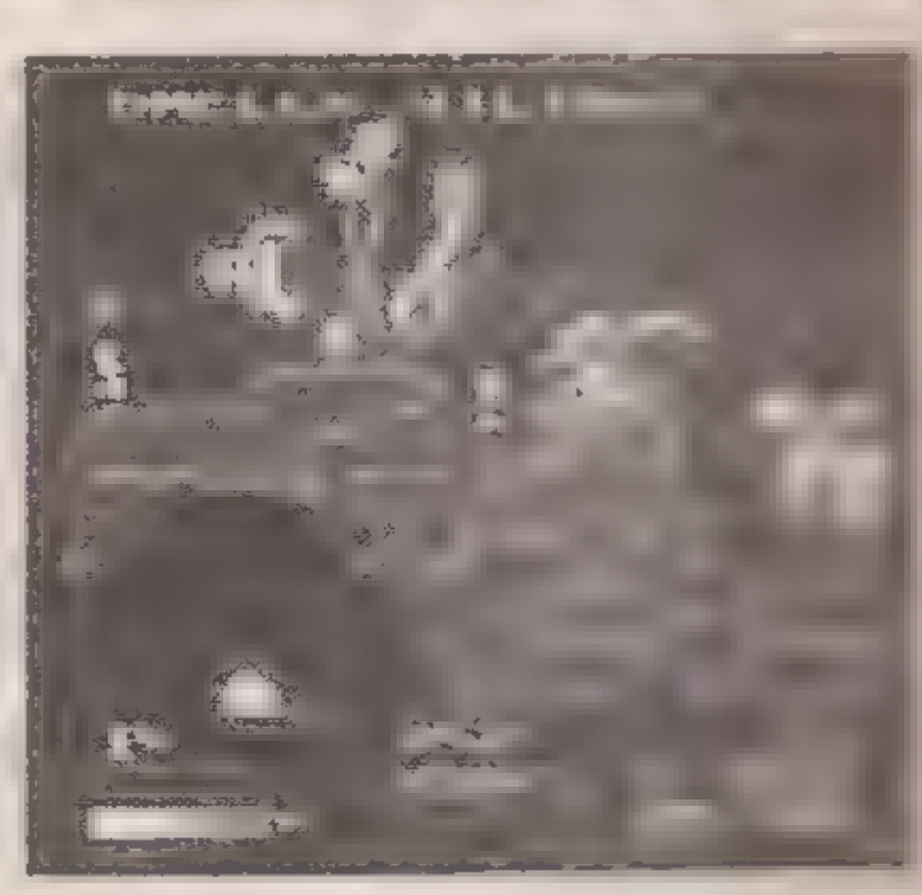
An almost perfect conversion of an unusual *Defender*-alike from the mid-'80s. Fly sorties from your aircraft carrier in the Pacific and terrorise Japanese soldiers. Good animation and nifty controls.

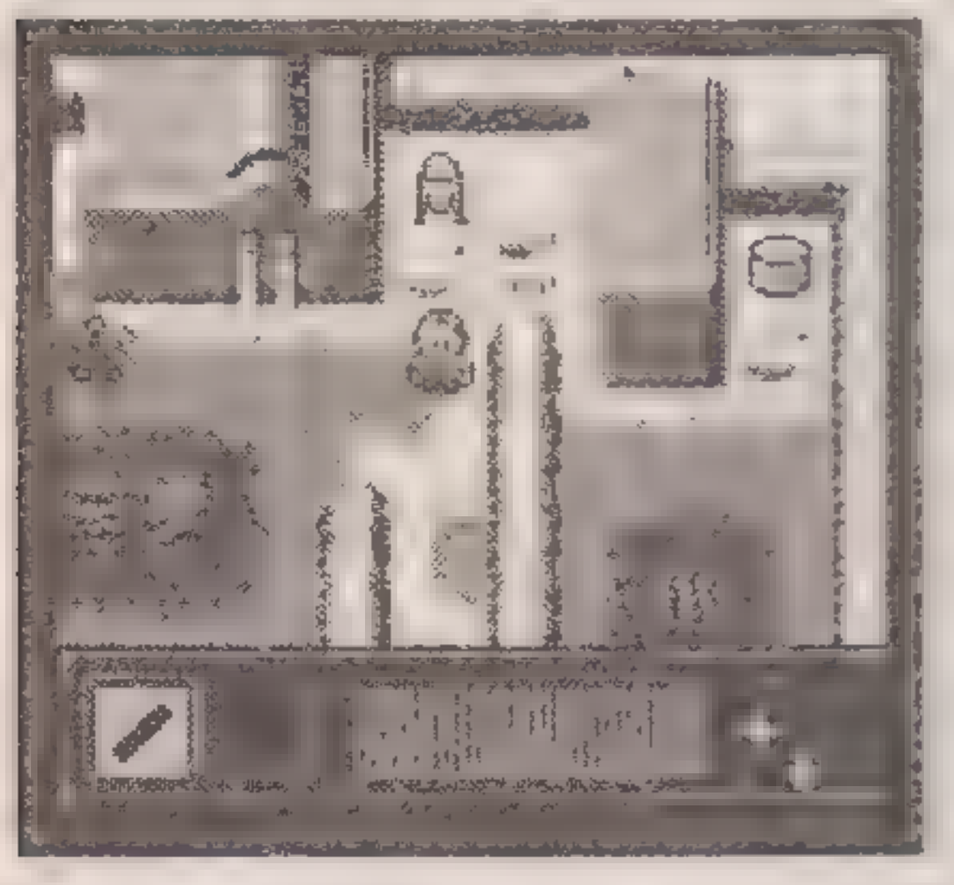
Worms Armageddon

From: Infogrames PGB: 12 Colour: Only

The lack of a two-player option forces you to content yourself with humbling the poor CPU opponent in this battle of the warring wrigglers. The Game Boy just isn't butch enough to handle the conversion.

2

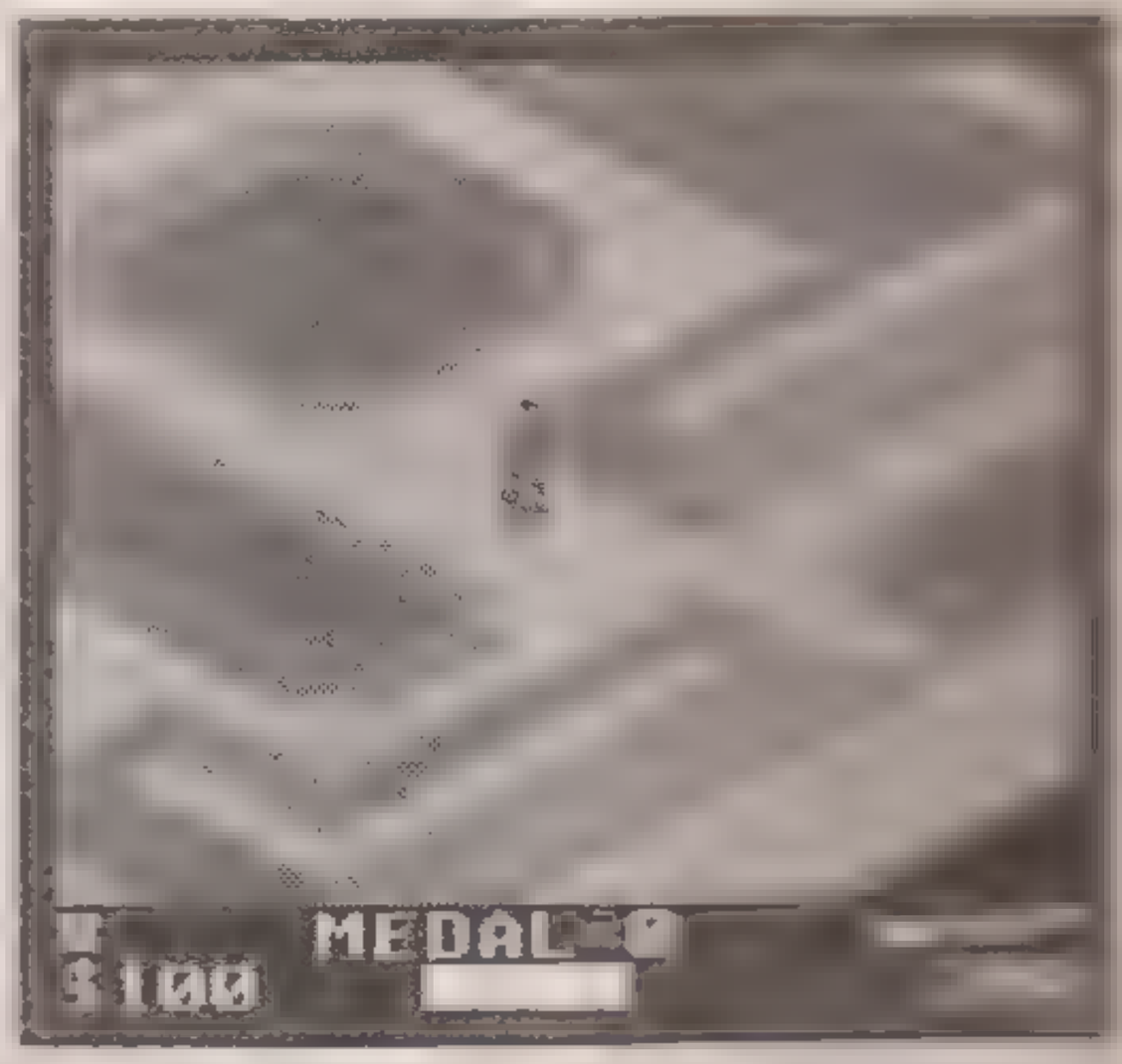




Yoda Stories

From: THQ PGB: 15 Colour

A Star Wars game with hornby [illegible] graphics. Not what you'd expect from such a huge name, and a forgettable experience. They don't even include any of the wise voice samples.



720°

From: [illegible]

A memorable arcade skateboarding game squished into a Game Boy cart. It loses a little in the conversion, but unless you're a massive fan of the original that shouldn't bother you too much. Skate or die!

CLASSIC TIPS

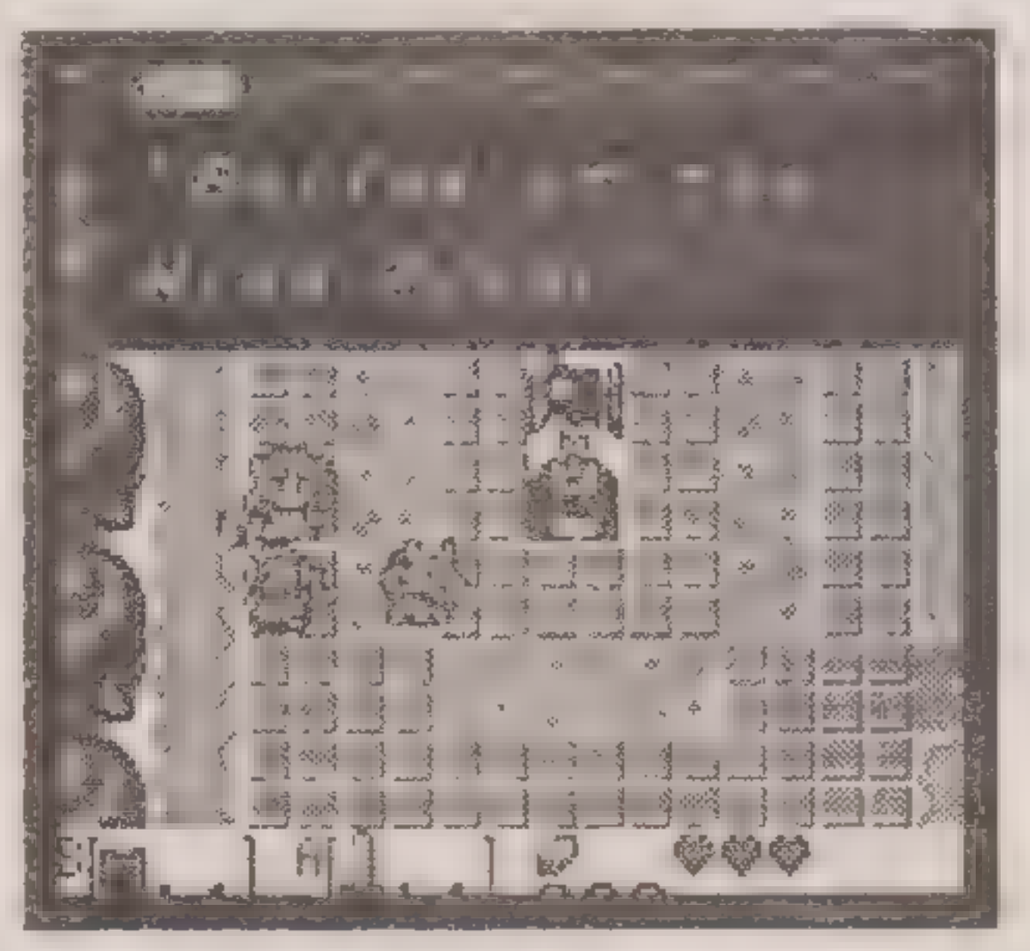
Legend of Zelda: Link's Awakening

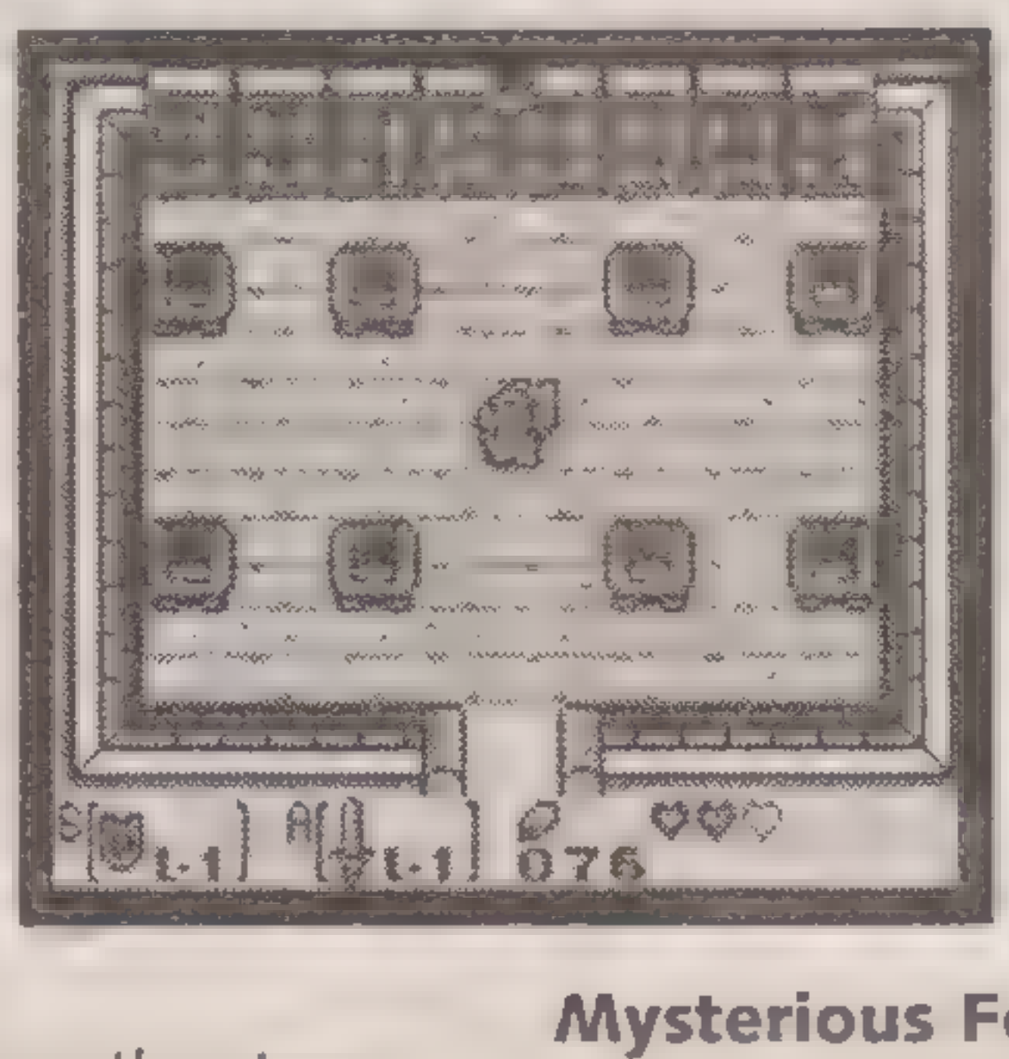
Finding those Secret Seashells can be hell. You can wander around for weeks, digging every single patch of land in the game, and you'll still miss the odd one or two. Or you could check out our handy guide. There are 26 to find and you need 20 in order to unlock the sword.

Face Shrine
Exit the Face Shrine from the corner room that leads you into the rapids. The treasure chest contains a shell.

Face Shrine
Move a statue in the Face Shrine. Follow the steps to find the shell.

Ghost's House After you return the ghost to his grave, look under a pot in his house.





Kanalet Castle When you've got the rooster you can fly over the long pit south of the castle.

Mabe Village Dig in the kennel attached to Madame Meowmeow's house.

Mabe Village
Hidden in the big square of bushes on the screen below the shop.

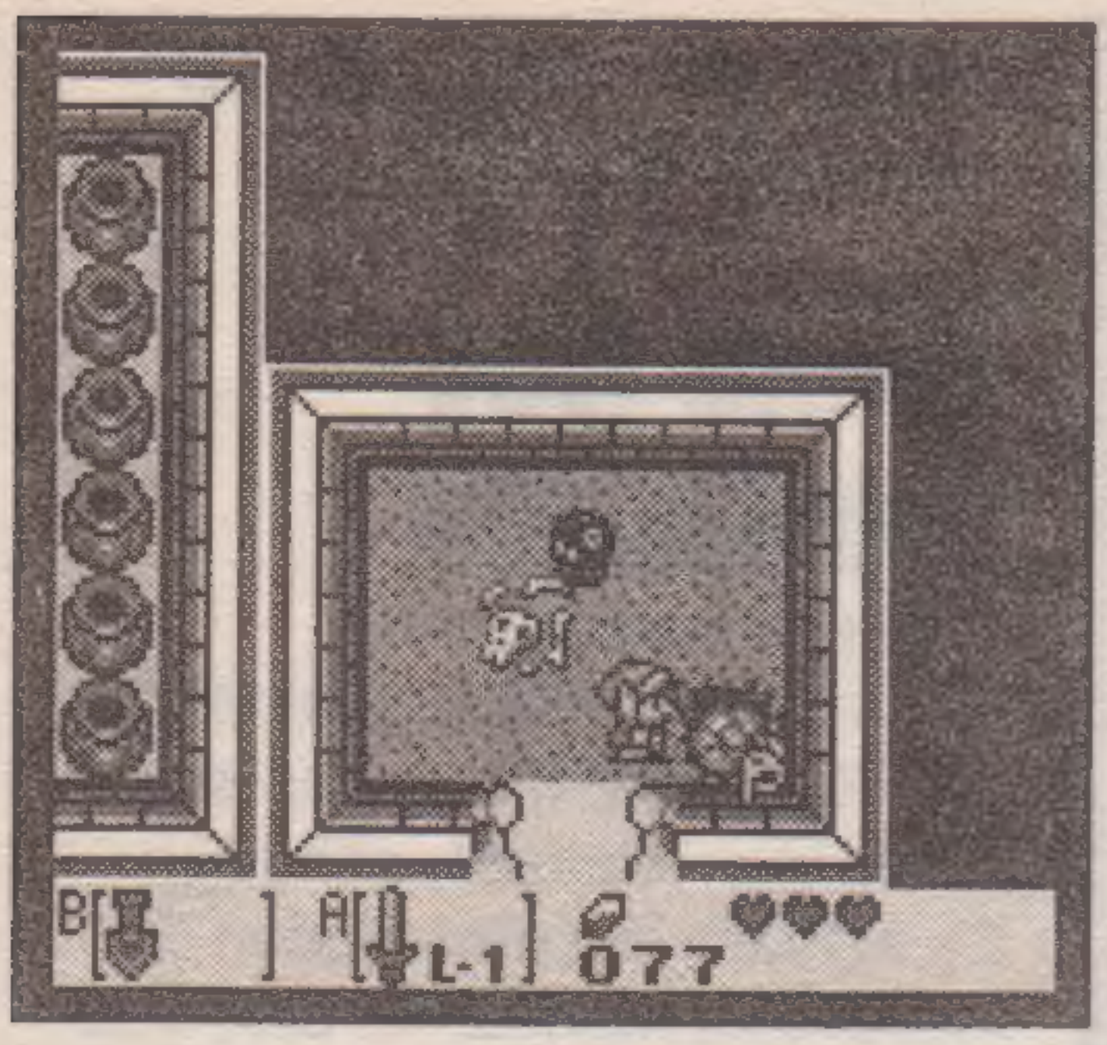
Martha's Bay
Under the bush on the island south of Martha's Bay.

Martha's Bay
Cut down a bush across the bay from the mermaid statue.

Martha's Bay
Dig near the owl sign north-east of the mermaid statue.

Mysterious Forest Use the Power Bracelet to get to the shell located in the southern part of the forest.

Near Key Cavern On the island near the Key Cavern.



Near Key Cavern Charge the tree near the phone booth west of Key Cavern.

Richard's Villa On the left side of the secret passage.

Seashell Shrine Go to the shrine when you have five shells to pick up a freebie.

Seashell Shrine Go back to the shrine when you have ten shells for another freebie.

Tail Cave Bomb through a cracked wall to find the seashell on the other side.

Tail Cave Pegasus charge the tree west of the Tail Cave.

Tal Tal Mountains At the end of the mazy system of caves.

Tal Tal Mountains Pick up a rock across the bridge to the east of the egg.

Turtle Rock Fall through the west pit in the room with Hinox to land on a ledge. Go north to find a shell in a treasure chest.

Ukuku Prairie After defeating the Moblins on the screen with all the smooth stones, pick up a rock to uncover a sea shell.

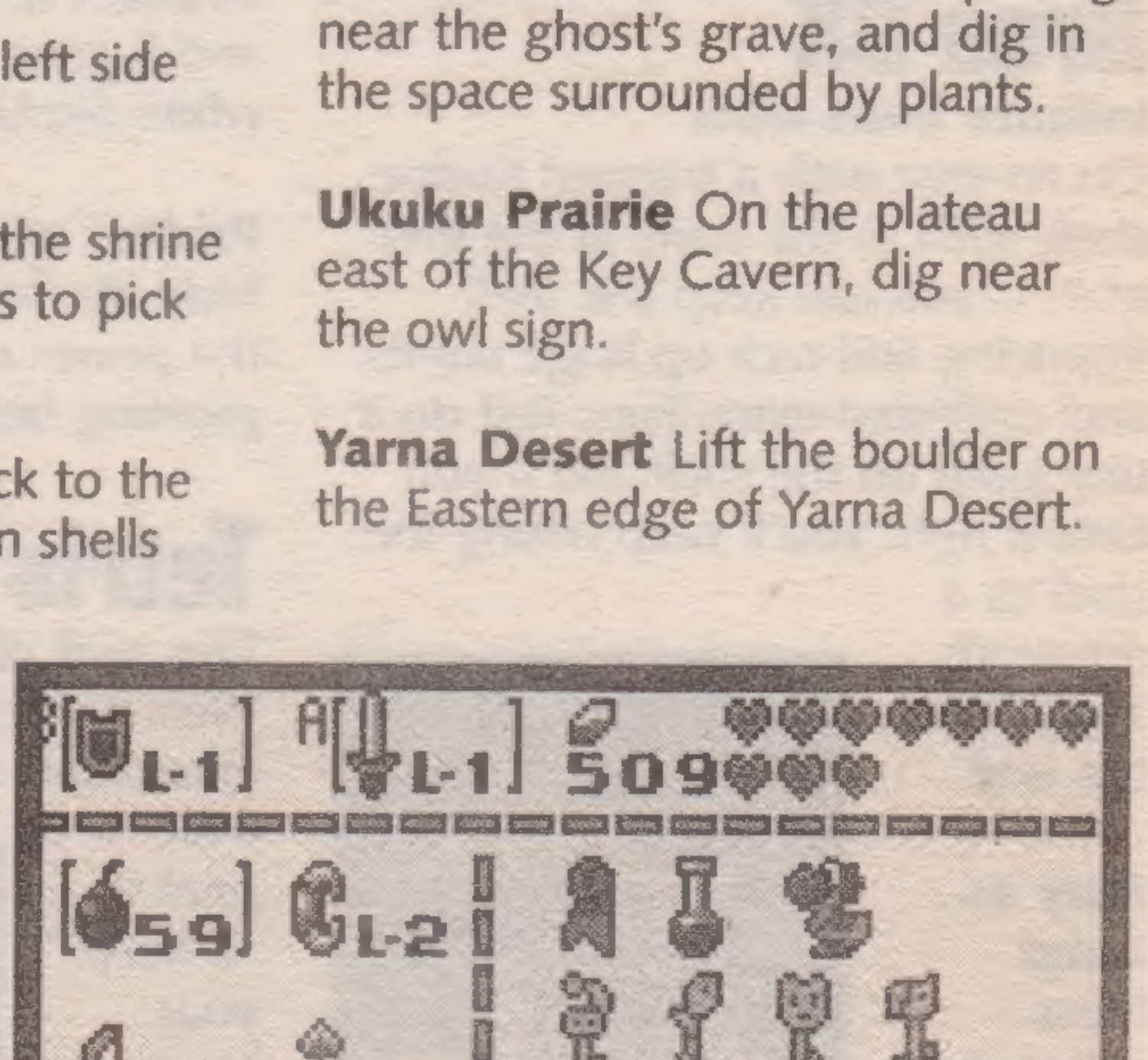
Ukuku Prairie An X marks the spot north of the Key Cavern.

Ukuku Prairie Cut down the bushes east of the Seashell Shrine.

Ukuku Prairie Go to the opening near the ghost's grave, and dig in the space surrounded by plants.

Ukuku Prairie On the plateau east of the Key Cavern, dig near the owl sign.

Yarna Desert Lift the boulder on the Eastern edge of Yarna Desert.



CHEATS UNLIMITED

THE UK's BIGGEST & BEST VALUE VIDEO GAMES SERVICE

CHEATS & TIPS FOR OVER 3000 GAMES

INTERACTIVE TELCOM

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

PROBABLY THE BEST CHEATS & TIPS SERVICE IN THE WORLD

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP

DC - GBC - N64 - PC - PSX - PSX2 - SATURN

INTERNATIONAL ACCESS:
+44 (0)700 5900 020

MOBILE PHONE ACCESS:
0700 5900 615

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098 230

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098 320

Calls to the above numbers cost 60p per minute

Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our

Customer Service: 08700 885 656

Check out our new website at www.cheatsunlimited.com